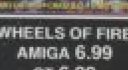
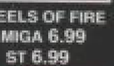
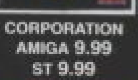
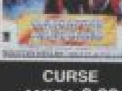


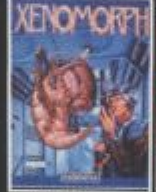
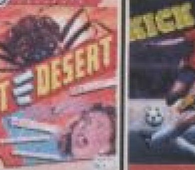
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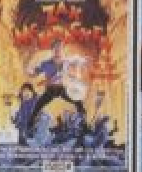
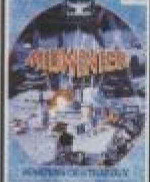
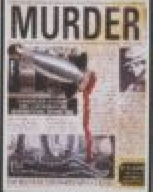





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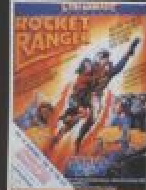







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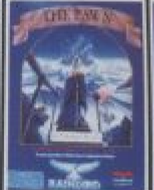













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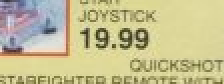
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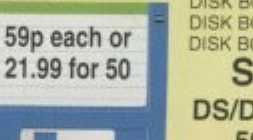
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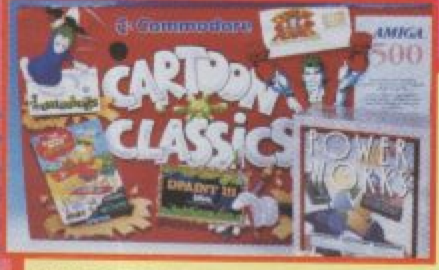


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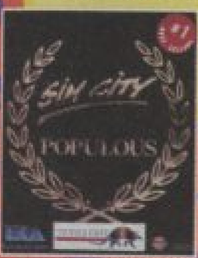
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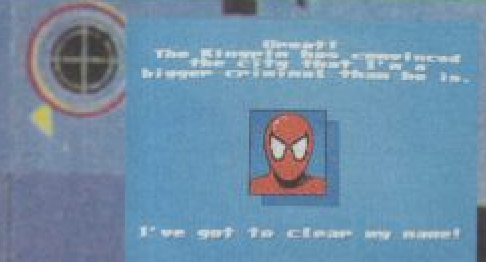
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THIS MONTH'S REVIEWS!



CONTE

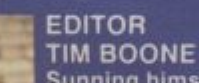




COMPETITION CORNER







EDITOR
TIM BOONE
Sunning himself on some far-away paradise isle during his hols, Tim stunned the locals with loads of amazing bits and bobs on his Gameboy and tried to persuade them it was worth a lot more than a second-hand sunbed and two takeaway kebabs. He failed.

DEPUTY EDITOR
PAUL GLANCEY
Sadly, this is Paul's last month as CVG's illustrious Dep Ed. It's ginger and salt 'n' shake crisps all round as our multi-talented maestro packs his suitcases and stays exactly where he is. What's he up to? Well, it's something new, exciting and dead sexy - OK girls?

ART EDITOR
JON BILLINGTON
It was big hugs all round when Liverpool's liveliest lad popped home to see his mum. Then our resident motorbike fan announced he'd bought a VW Polo and spent the next few weeks wondering why it's got four wheels, where the handlebars are and why he just can't get his leg over...

STAFF WRITER
PAUL RAND
What does CVG's resident lady killer do when he spots Page Three stunna Kathy Lloyd jiggling about in a pub? Simple - he chats her up with another of his witty one-liners. "S'cuse me, can I borrow your ashtray?" stutters our man Rand, who denies he was wearing The Sun's giveaway 3D glasses at the time...



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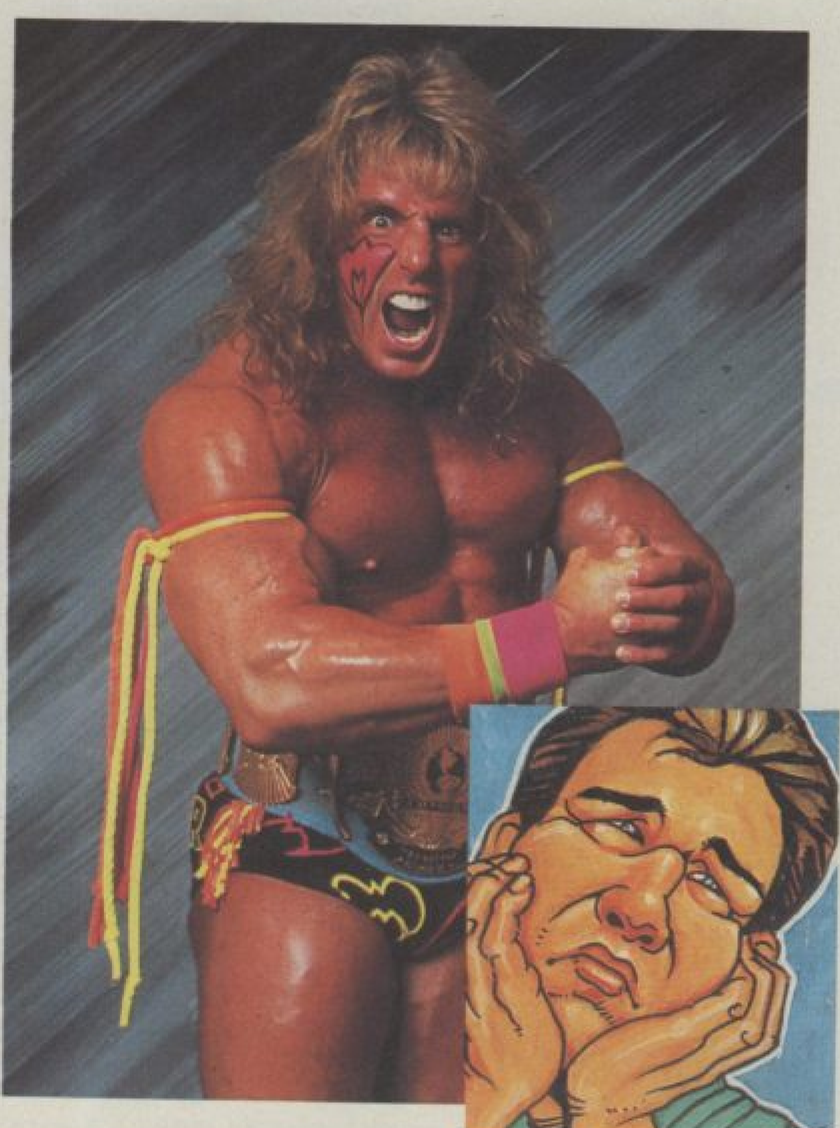
ADDITIONAL LAYOUT
YVETTE NICHOLS
Life's been just a load of old bulls for CVG's caring Kiwi ever since she went to Spain and witnessed a bullfight at first hand! Does the fact that she didn't enjoy it have anything to do with the fact she wore a red dress? Honestly, I ask you...



MANAGING EDITOR
JULIAN RIGNALL
Life's been tough for Mister Mean Machines. With all sorts of special projects on the go our Jools still found time to burn up in the sun watching Nigel Mansell burn up the track. A few days' breather in Wales and he came back full of all the local custom, charm and unspeakable swear words the taffs know and love.

Another truly gripping slice of....

ED-FIRST



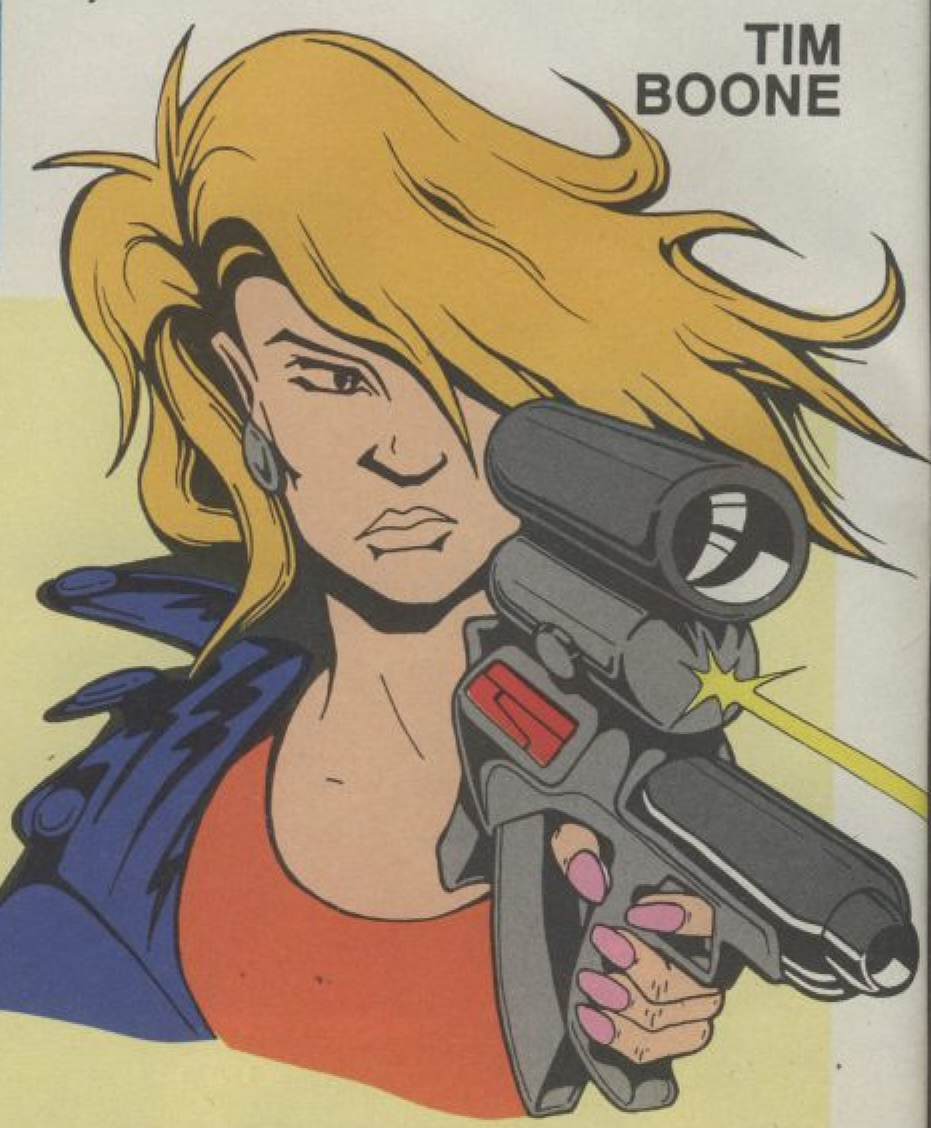
HELLO! It was incredible, honest. There we were, beavering away on the mag when in swaggers the Ultimate Warrior, slams his fist down on the table and threatens to flatten the lot of us unless we preview the new WWF Nintendo megagame! Well, what would you do? Ruin your underpants and call for mummy, run screaming from the room or tell to stop Paul Rand to stop pillocking about, take off that make-up and get on with our Exclusive WWF pull-out poster preview!

That's just one of the amazing goodies packing this month's mag, including our scoop first review of the long-awaited Super R-Type and other ace games including incredible Ice Hockey action from Electronic Arts, a full review of he brill Jimmy White Snooker and all sorts of other amazing bits 'n' pieces.

By the way, there will soon be a new man in town here at CVG - and his name is Frank O'Connor. A certified games freak, first-class journo and very nice bloke, Frank steps in as Deputy Editor from next month. What's happening to the heroic Paul Glancey, I hear you cry. Well, Paul's getting involved in something so goosepimplingly exciting it has to stay Top Secret for now. Watch this space and all will be revealed. So until next month...

Byeeeee.

TIM BOONE



CAN YOU SURVIVE SADIE'S WALL OF DEATH?

So, you think you know how to play video games, huh? Think you're the best when it comes to racking up the high scores? Well wimpos, here's your chance to prove you're not a lily-livered little squirt by taking on the incredible CVG Wall Of Death!

So hot I've been told to keep it secret, this is your big chance to enjoy a few thrills and spills, prove you're a bit of a star and win a great prize into the bargain.

So what's it all about, then? My lips are sealed - except to say that it's all happening at the incredible European Computer Entertainment Show at Earls Court 2 Exhibition Centre from September 6 to 8.

Our incredible Wall Of Death is just part of the amazing events lined up for the show, which will feature all the latest and greatest games and equipment, be broadcast live on radio and TV and host a whole load of star personalities.

So look out for the CVG Wall Of Death at the show to end them all. Check out the details elsewhere in this month's mag and use the brilliant money-off coupon to save yourself some cash! See you there...

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NEWS

ACTIVISION LAUNCH NINTENDO GOODIES

Like a number of other American Nintendo developers, Activision see Europe as a budding and bountiful console market, and consequently they'll be launching a number of new NES games between now and Christmas.

The four we've seen already are Rad Gravity (an oddball inter-planetary arcade adventure), Ultimate Air Combat (an unusual mix of Afterburner and Xevious), Galaxy 5000 (a wacky road race game set in space) and Die Hard (not surprisingly, a game of the film).

Activision don't know when the games will be released or at what price because Nintendo are still putting them through their rigorous quality control. From what we've seen, though, there should be no misgivings about the quality of these games; they're all extremely impressive. NES fans, watch out - full reviews soon!

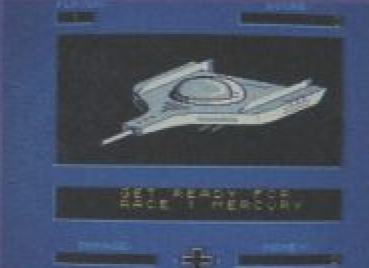


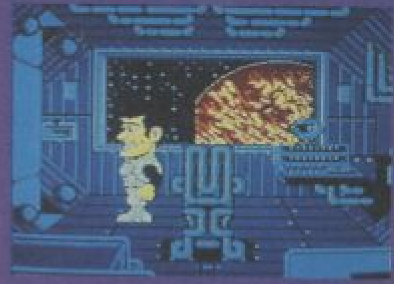




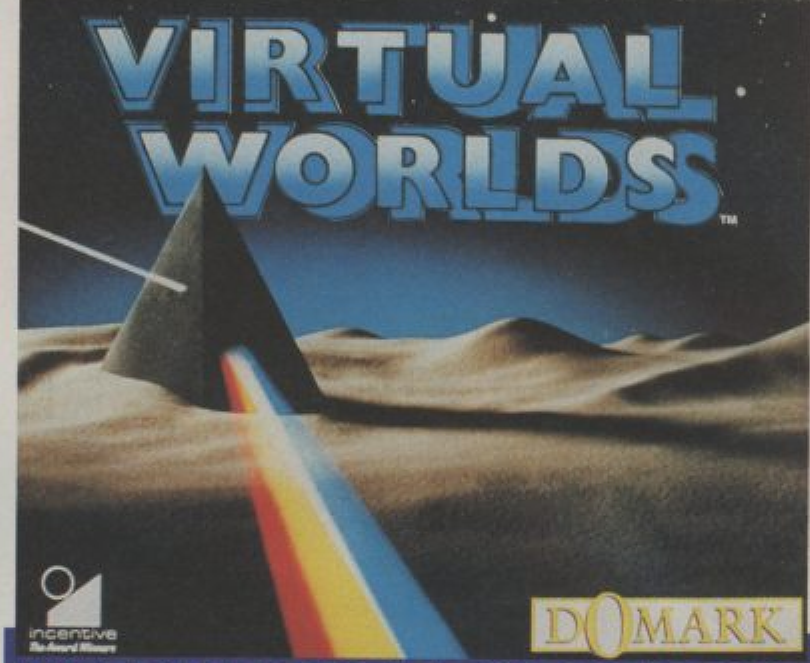












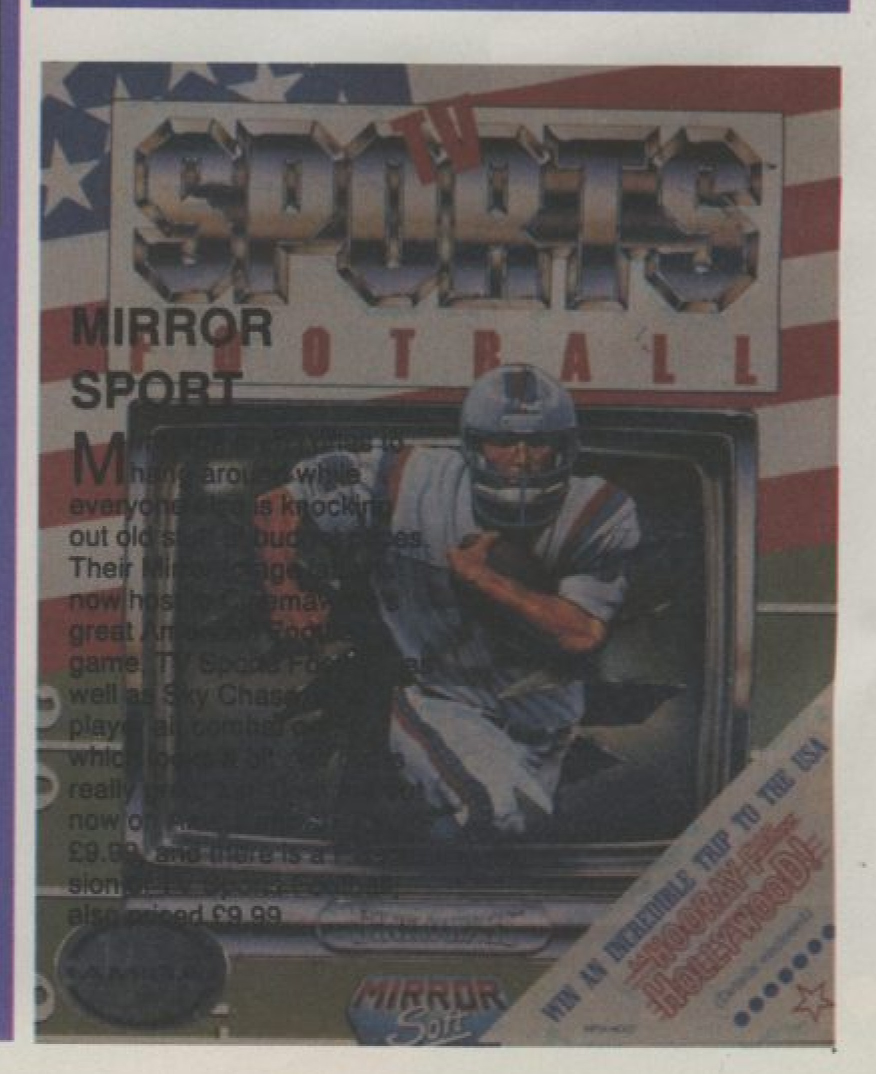
VIRTUALLY REAL GOOD VALUE

This Virtual Reality business gets everywhere doesn't it, and the definition of Virtual Reality seems to be getting broader, too, because both Elite and Domark are releasing compilations of old 3D games on the back of the buzz-word.

Virtual Reality Volumes 1 and 2 are Elite's contribution and they both feature a strong lineup of titles. Volume 1 consists of Midwinter (ace!), Carrier Command (almost as ace as Midwinter), Stunt Car Racer (more ace than Carrier Command), Starglider 2 (about as ace as Carrier Command) and International Soccer Challenge (not particularly ace). A good compilation, though, and good value for money at £29.99 on ST and £34.99 on Amiga and PC.

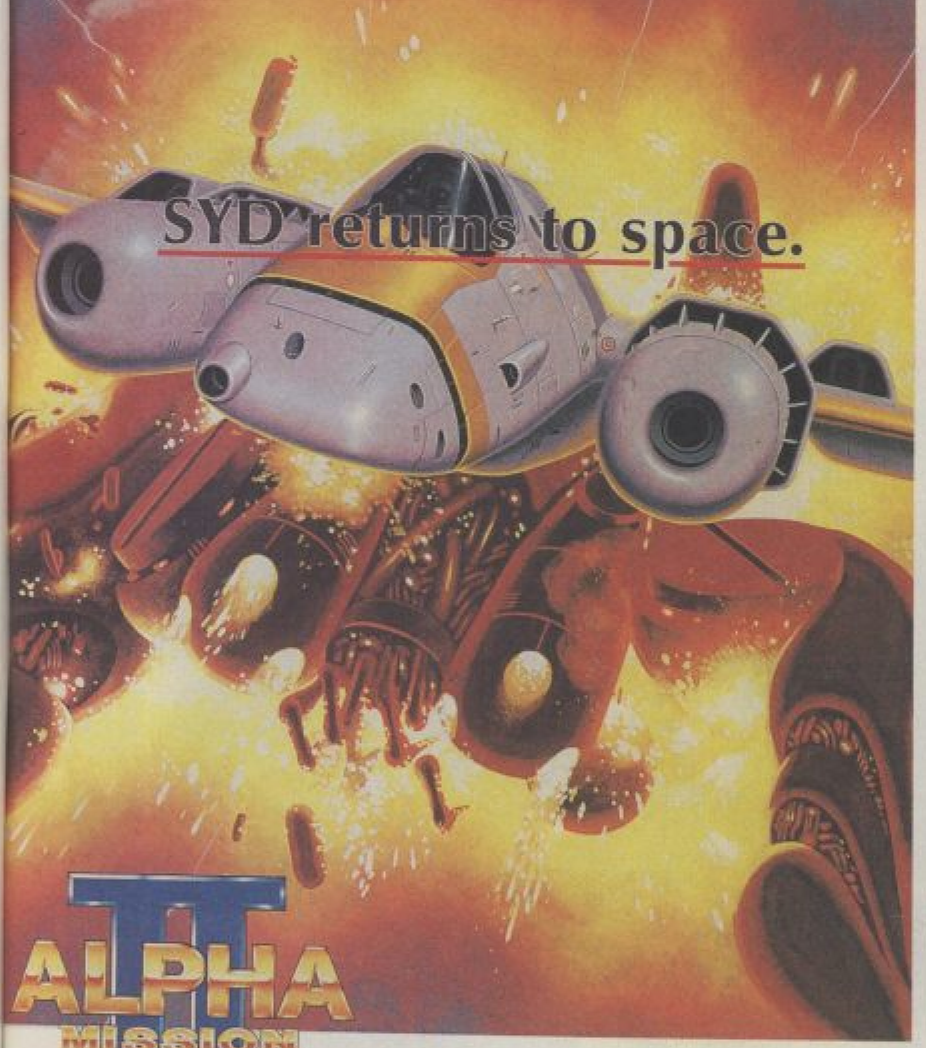
Vol 2 features Virus (very nice), The Sentinel (very, very nice!), Weird Dreams (a bit too weird to be nice), Resolution 101 (nice) and Thunderstrike (slightly nicer than Resolution 101). To you, £25.99 (ST) and £29.99 (Amiga and PC).

Meanwhile at Chateau Domark, four of their Freescape games, Castle Master, Driller, Total Eclipse and The Crypt (the previously unreleased Castle Master II) are being bundled together on Virtual Worlds. This one is across all formats: £29.99 on the 16 bits, £19.99 on 8 bit disk, and £14.99 on cassette.

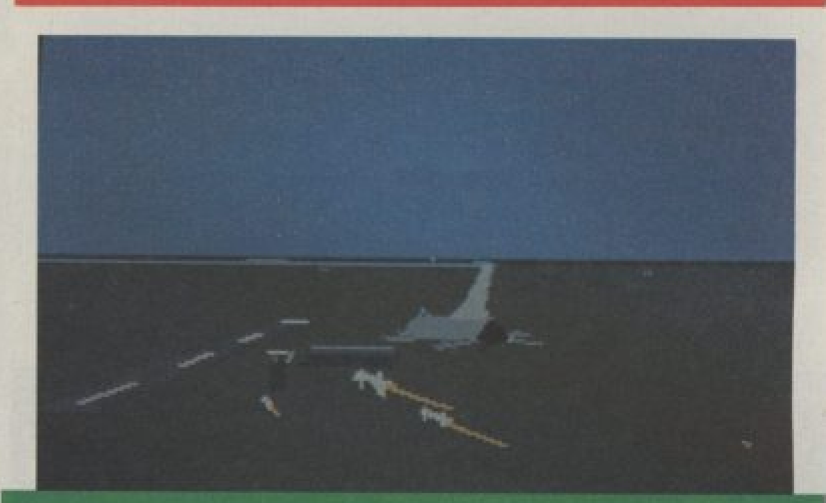


MIRROR SPORT

M[illegible] to hang around while everyone [illegible] is knocking out old st[illegible] bud[illegible]s. Their Mir[illegible] now hos[illegible] great Am[illegible] game, TV Sports Foo[illegible] as well as Sky Chase [illegible] player [illegible] combat [illegible] which [illegible] really [illegible] now on [illegible] £9.99, and there is a [illegible] sion [illegible] also priced £9.99.



NEWS



FALCON FLIES AGAIN

Dit-dit-di-di-di... More rerelease news from Mirrorsoft... Spectrum Holobyte's F-16 air combat game, Falcon is being bundled with its two mission disks in a package entitled Falcon - The Classic Collection. Originally all three would have cost a fortune, but now ST and Amiga owners can buy them for £30.99 and £34.99 respectively.



NEO-GEO DOWN!

Poor old SNK. Their Neo Geo never really got off the ground in this country because of the high price of the console and the games (which weren't that good anyway). However, preceding the Neo Geo's (second?) official launch in Britain, Console Concepts have decided to start knocking the machine out for £290.00, with games starting at £80 a throw (instead of the previous £150).

Still not a good deal? Hmmm... Well... It has to be said that the latest batch of releases are a significant improvement over the likes of Cyber Lip, and the word on the streets is that ASO II is a blaster that kicks the butt of even Super R-Type! We'll try to get our hands on the new stuff and see if it can change our minds about this machine. In the meantime you can call Console Concepts on 0782 712759.

RETURN TO CALIFORNIA

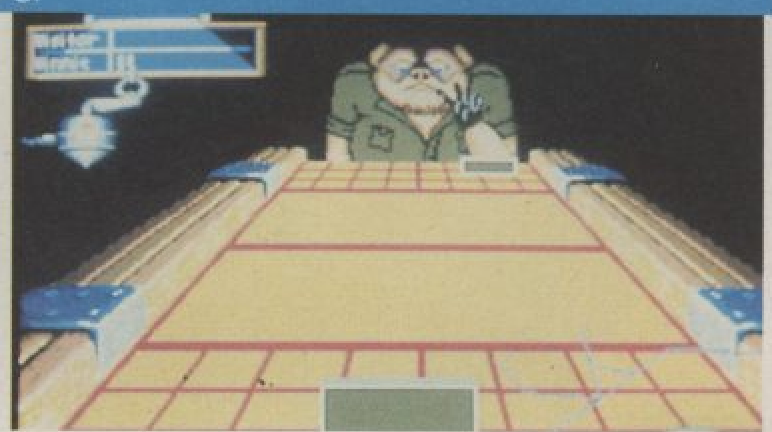
US Gold should soon be releasing the follow-up to one of Epyx's classics of yesteryear. California Games II features five new events as practised on the West Coast, namely bodyboarding (like surfing, only without a board), snowboarding (like surfing, with a board this time, but on snow), jet surfing, hang gliding and skateboarding. Yeah, we know skateboarding was in the first one, but this is different skateboarding, ok? Bad news is that it's only scheduled for release on PC, but hopefully US Gold will be putting together ST and Amiga versions pretty soon. We'll keep you posted.

BRODERBUND CLASSICS GET RESPRAY

Coming soon from Domark's Respray label are three Broderbund games. Typhoon Thompson is a topper arcade adventure with amazing graphics, while Shufflepuck Cafe is a spaced-out version of the tabletop game, Air Hockey. Finally, there's Wings of Fury, which was never reviewed in CVG, but is, we can report, a decent aeroplane shoot 'em up. All three are priced at just £7.99 and are available on Amiga, ST and PC.

SUMMER TREASURES MEAN CHEAPER PLEASURES (??)

Oi! You with the PC! If you buy two of Electronic Arts three latest PC releases, Chuck Yeager's Air Combat, Mario Andretti's Racing Challenge or Castles, you'll get coupons enabling you to send away for a free game! Take your pick from Centurion, PGA Tour Golf, Populous, Ski or Die, Hard Nova, Lord of the Rings, Battle Chess, Indianapolis 500, Bards Tale III or Stormovik. Boy-oh-boy - sure sounds good to us! Yum, yum! Etc...



NEWS

GREMLIN CHARGED WITH GBH

As well as being a crime of violence and a Channel 4 mini-series, GBH is now the name of Gremlin's new budget label (yep, now they've got one too). First on the release schedule is a bunch of Millennium's past hits, namely Cloud Kingdoms and Kid Gloves, with James Pond, Thunderstrike and Resolution 101 to come at a later date. These little beauties will set you back £7.99 each, and any 8-bit games released on GBH in the future will be £3.99.

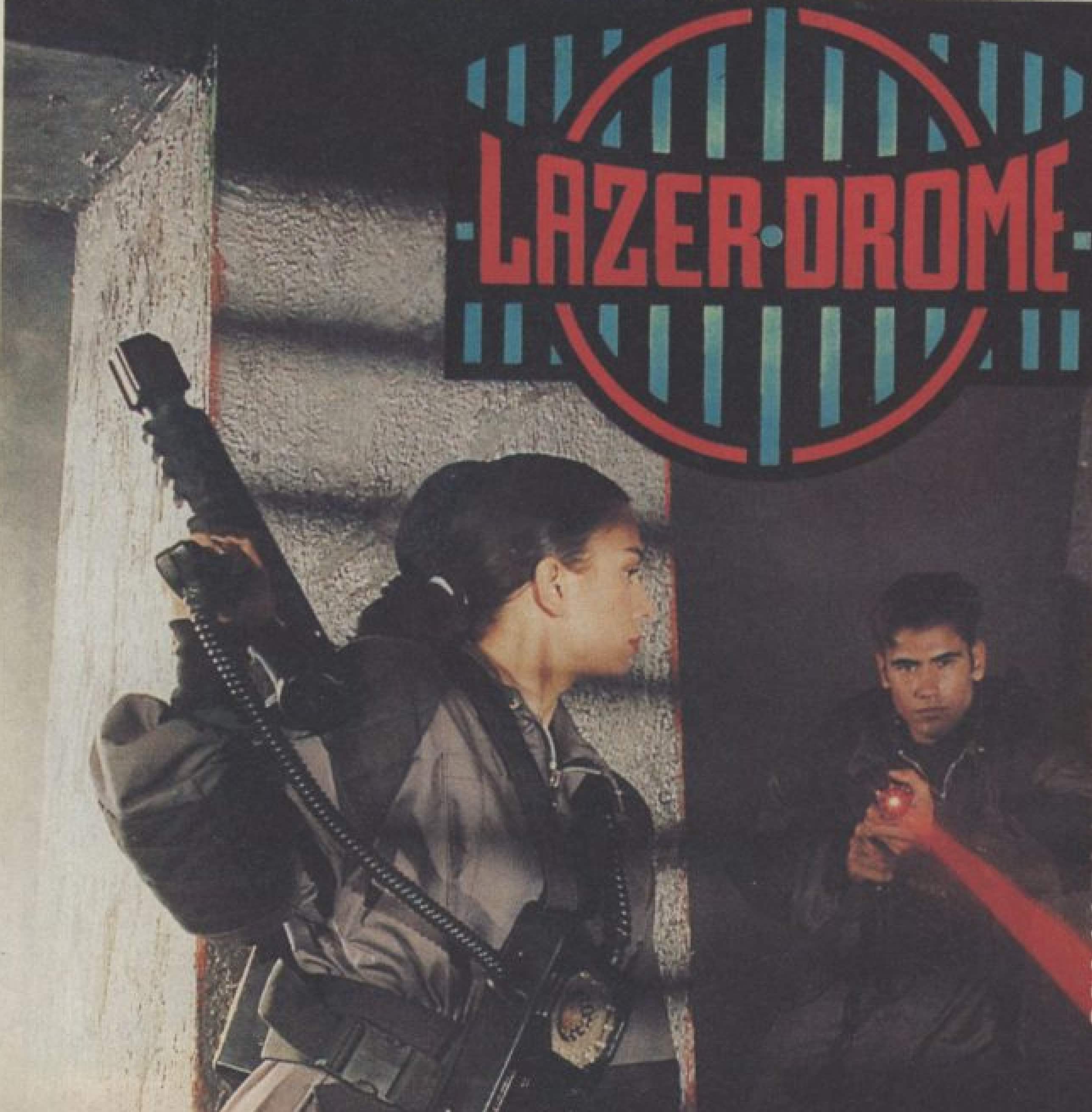


ALL FORMATS FAIR GOES ON TOUR

If you lot in the provinces are sick to death of not being able to go to computer shows you'll be pleased to hear that The All Formats Computer Fair will be more or less on a national tour from September to October. The first venue is the University of Leeds Sports Centre in Leeds on September 1st, followed by The Royal Horticultural Hall in London on September 7th. Next stop is the National Motorcycle Museum in Solihull, Birmingham on Saturday, September 14th, and then the show moves to the City Hall in Glasgow for Sunday, September 22nd. Bristol's Brunel Centre is the last stop, on Sunday, October 6th.

The organisers hope to organise a fair at each of the above five venues at least four times a year. Blimey, isn't that nice of them? For more information and advance tickets, call 0225 868100.





EAT LASER DEATH!

If the Summer hols are getting you London punters down, why not get on over to sunny Peckham, where the Lazer Drome has just opened. Basically, it's like one of those paintball shoot-out games, except that it's staged in a multi-level indoor labyrinth with people firing at each other with infra-red laser guns. Of course no-one gets their head melted when they're shot - they just lose points and their gun is deactivated for five seconds. A game lasts for about half an hour and costs £3.50, but if you want to play on a weekday before 6 PM it's only £2.50. If you want to try it, call the Lazer Drome on 071 277 8624 for full details.

NEWS

C64 DOWN TO £99!

If you're looking for a Commodore 64 you'd better read this bit. Silica Systems have just slashed the price of the brilliantly titled 'Playful Intelligence Pack' to 99 quid! The pack contains a C64, a joystick and a four game cartridge (Fiendish Freddy, Flimbo's Quest, Klax and International Soccer), but not a cassette deck, so you'll have to find one of those for yourself or there won't be many games you can play on it. By the way, where does the intelligence come in? Anyway, if you're interested, call Silica on 081 309 1111.

GREMLIN INSTIGATE PLAN 9

Gremlin have signed up the game rights for Edward Wood Jr's award-winning sci-fi epic, Plan 9 From Outer Space. The only problem is, the award it won was the Golden Turkey for The People's Choice of Worst Film of All Time. Luckily, in case you missed it first time round, the game package includes a video of edited highlights from this classic piece of trash cinema. Pixel Productions (ex of Cinemaware) are doing the programming and Gremlin promise the game will be a huge arcade adventure with over 50 digitised scenes from the film. Will you be able to save the Earth from aliens who are using their dread Plan 9 to resurrect the dead? Will you be able to understand the explanation of the Solanite bomb principle? Or will they get the better of you with their flying saucers which look remarkably like paper plates on threads? Find out - if you dare - early in 1992!





OCEAN FINALLY GO HEAD OVER HEELS

Just a quick note to tell you that Ocean have at last decided to release their ST and Amiga versions of the acclaimed 8-bit arcade adventure, Head Over Heels. The finished article is appearing on the Hit Squad label for the measly sum of £7.99 and it should be on sale as you read this! Watch out for a review next issue.

ARCADE COMPACT DISCS STILL PLAYING

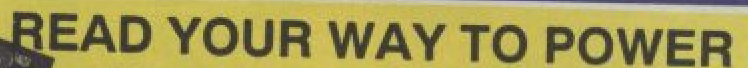
We've had a fair few calls from you punters asking where you can get hold of the CDs of arcade music mentioned a couple of issues back. Well, Console Concepts/PC Engine Supplies are still selling a selection so if you want one, give 'em a call on 0782 712759 and they'll tell you what they've got.

NEWS

NEXT COMPLETE GUIDE IS FOR MEGADRIVE

Following the block-busting success of our Complete Guide To Sega (still a few of those left - cheques or POs for £3.45 to the usual address) comes The Complete Guide To Megadrive! Everything for the discerning Megadrive owner - tips, features and a full review of everything that's anything in the world of Megadrive games - comes in this single, luscious, full-colour volume which will retail at the astonishingly low price of not £9.95, not £4.95, but £2.95! This incredible tome of gaming information will be in the shops on October 19th, so get your small change ready!





READ YOUR WAY TO POWER

If your Mum keeps going on at you about spending too much time on the Nintendo, she might let up if she sees you getting back to some good old-fashioned entertainment, like reading, for example. Just hitting the book shelves is the Worlds of Power series, a set of children's fiction paperbacks published by Scholastic which are based on the characters and action in various Nintendo games. The titles include Bionic Commando, Before Shadowgate, Blaster Master, Castlevania II: Simon's Quest, Infiltrator, Metal Gear, Ninja Gaiden and Wizards & Warriors, and each one will set you back £1.95. As an added bonus, at the end of certain chapters there are playing tips which help you get through the part of the game you've just read about. Good idea, eh?

EUROMAX MAKE IT STICK

From the company that brought you the Quickshot II back in 1983 come a new range of joysticks hot from Florida, USA. Euromax's Beeshu range comprises controllers for consoles and computers which come in a wide variety of shapes, sizes, prices, and even colours!

At £9.95 The Hot Stuff is the cheapest joystick in the range. It resembles the old Cheetah 125, with a pistol-grip stick and thumb, trigger and base fire buttons with an auto-fire option. It comes in Nintendo and computer versions, and has also earned the seal of approval of the US National Video Game Team. Cripes!

For Megadrive owners, there's the Striker, a joypad which makes a couple of improvements over Sega's official item, but costs a few quid more at £27.95. All three buttons have a rapid-fire switch, and there's a headphone extension cable built in so you can sit further away from the TV and still enjoy stereophonic thrills. The CVG Joystick Jury also found their case-hardened fingers fit comfortably into the grooves on the underside of the pad - that's ergonomics for you.

At £31.95, The Ultimate Superstick is the top-of-the-range jobbie which is more of a table-top controller. The huge case holds a steel, micro-switched stick, four fire buttons (two for left-handed players and two for right-handed) as well as a dial-a-speed autofire knob. There are versions of the Superstick for computers (with the standard nine-pin connector) and Sega Master System.

If all these sound a bit too flash to you, you might prefer Euromax's range of old faithfuls, the Professional 9000 (£15.95), the Arcade (£18.95 and a particular favourite in this office), the Arcade Turbo (£24.95) and the Professional De Luxe (£34.95). Call Euromax on 0262 602541 to find your nearest stockist.



CUT-PRICE ECES TICKETS!

Get your diaries out because, in case you didn't already know, your presence is requested at the European Computer Entertainment Show at London's Earls Court II between Thursday 5th and Sunday 8th September. Visitors will be able to see previews of the big Christmas games, buy loads of cheap gear, and hob-nob with celebs from stage, screen and magazinedom. All this costs just £7.00, but to encourage your attendance still further, we're offering you 50p off the entrance fee. Just cut the coupon, present it at the ticket office as you arrive and you'll only have to pay £6.50. Is that great or what?

If you want to avoid being turned away (as so many were last year) you can order tickets in advance by calling Earls Court booking office on 071 373 8141.

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BY IREM

Arcade addicts across the world can finally stop holding their breath - Super R-Type is here at last! After months of near-frantic anticipation, Irem's conversion of their legendary coin-op touches down on the Super Famicom.

Anybody who failed to witness the incredible R-Type saga in the arcades must need their head examined. R-Type literally blew away the competition when it first appeared - breaking new ground in game design and shaking the world of shoot 'em ups right to the core.

Featuring truly gorgeous graphics, pick-up weapons, bolt-on shields, amazing end-of-level bosses and a driving sound track, the machine quickly guzzled up everybody's loose change and established itself as on of the greatest blasts of all time.

Could anybody do better? After dozens of disappointing rip-offs Irem themselves unleashed R-Type II to supply the fix the fans were so desperate for. Taking all the best bits from the original and leaving the plot basically the same, R-Type II improved the quality of the enemy and weapons availaible to blow them back to bits.

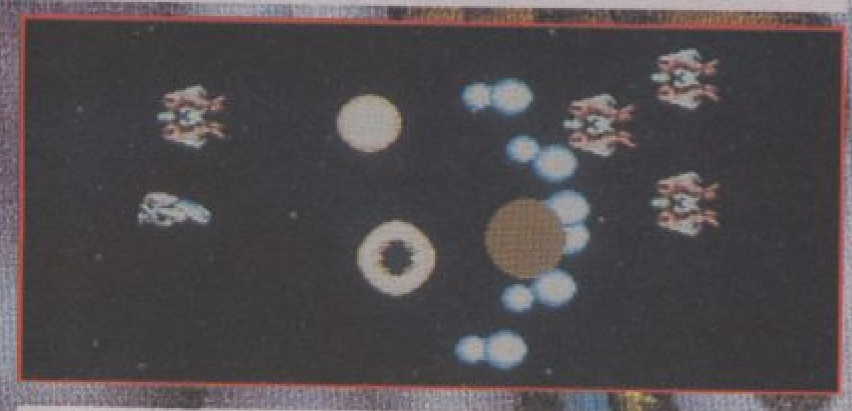
Countless conversions, copies and rip-offs of R-Type have already made it onto home computers and consoles - the best so far probably on the PC Engine. Most recently Activision picked up the license to R-Type II and turned in a competent product to keep fans happy.

But everybody's been waiting for this official Super Famicom conversion, promising a perfect clone of R-Type II with a bones level thrown in. So, after all the hype and the very long wait, how does Super R-Type measure up?

LEVEL 3: Here your ship magically transforms into a kind of submarine to take on the worst of the aliens in a subterranean showdown of epic proportions!

BLASTING STAGE BY STAGE

Super R-Type features a grand total of seven levels - that's one more than R-Type II in the arcades. The bonus stage comes right at the beginning, so here's the gen on the worlds of action just waiting to be beaten:



LEVEL 1: Completely new, the action takes place out in space, complete with strange-looking space clouds and other weird and wonderful things.

LEVEL 2: Stage one on the original, here you take on great leaping space bugs which throw huge missiles in your direction and all manner of flying nasties against a tech-mech background.



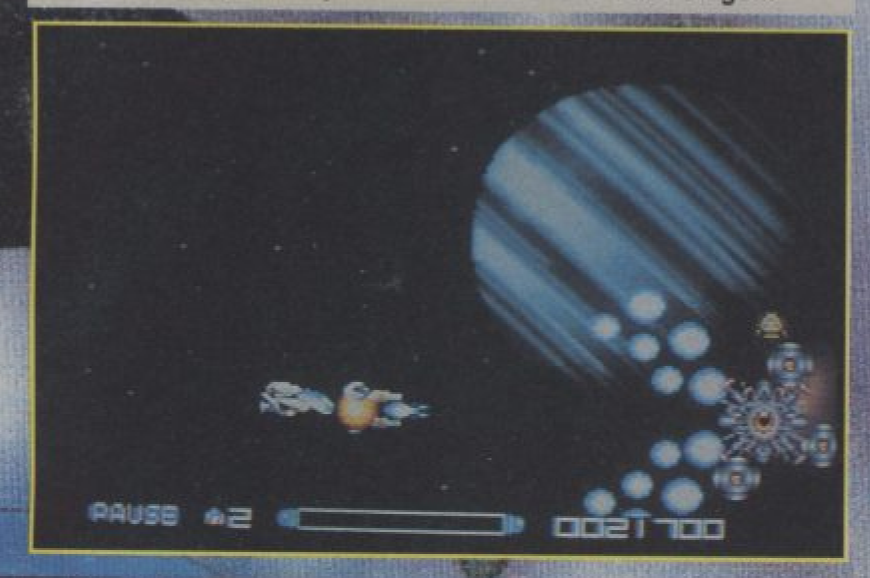


The most eagerly awaited Famicom game has finally surfaced, but is it the blaster to end 'em all, or was all the talk just a lot of hot air? Well, you can see from the screenshots that Nintendo's 16-bit wonder has excelled itself in recreating the coin-op's highly detailed graphic style, capturing all the sprites and backdrops perfectly and even including a brand new level for the home version. It's only on sitting down to play Super R-Type that you begin to notice the flaws. For instance, the scrolling isn't nearly as smooth as it could have been (it's been said that you don't notice the jerkiness when you're playing, but I did). Also, horror of horrors, there's an abominable slow-down when there are a lot of sprites on-screen at the same time - not what I'm looking for in software for the console to supposedly beat them all. The hard and fast in-game music compensated in some small way for the other deficiencies in Super R-Type, but when push comes to shove, were I to fork out for this cart I would be feeling slightly cheesed off that it isn't the masterpiece it could have perhaps been.

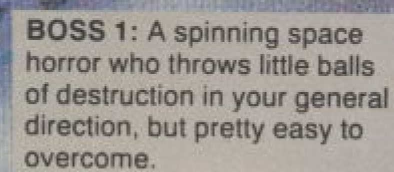
PAUL RAND

BIG, BAD AND BOSSY

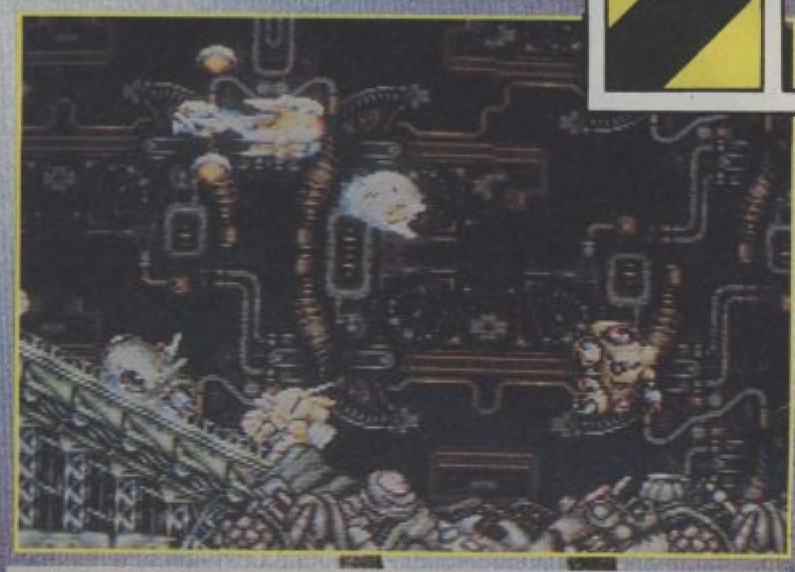
Super R-Type features some of the meanest end-of-level bosses you'll find in a console game. here's a quick run-down on those scary fiends you'll find at the end of each stage...



BOSS 1: A spinning space horror who throws little balls of destruction in your general direction, but pretty easy to overcome.





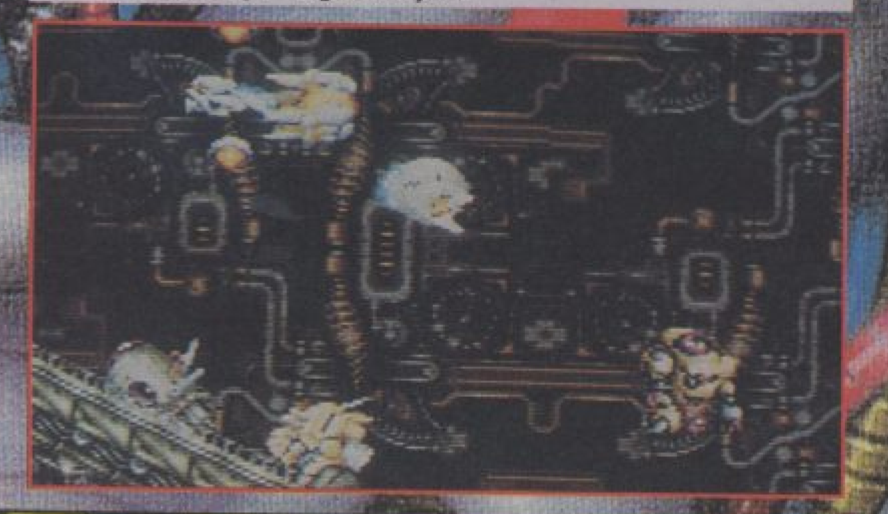


BOSS 2: A big-bellied Bydo beastie who fires swirling uglies and a whopping great laser blast from its stomach!



BOSS 3: A snake-producing head thing so 'orrible you'll just have to blow him away before throwing up!

LEVEL 4: Basically, a huge mother of a Bydo ship IS this level, complete with guns, cannon and bits which fly off in your general direction!
LEVEL 5: Here you begin to enter the heart of the Bydo Empire, with moving wall defences and a whole fistful of enemies on red alert.
LEVEL 6: Deeper into the core of Bydoland, here you have to make your way through a maze of defences and hostile horrors before the final challenge.
LEVEL 7: Abandon hope all ye who enter here: this is the final level and toughest of the lot, with scary space snakes and turtles of terror to contend with before coming face to face with the ultimate challenge - big bad Bydo.





Like the world and his uncle, I've been waiting for Super R-Type for what seems like light years. Could it really be as good as everyone claimed? The answer just has to be no. Don't get me wrong, this is one hell of a good conversion and a great game - but it just doesn't reach the standards you would expect of the official Super Famicom conversion of the arcade classic. The gorgeous graphics of the original are faithfully reproduced, the sound is excellent and the bonus level a real treat - but there's something missing. Even this Irem conversion doesn't manage to reproduce the smooth arcade feel of the incredible original - and on the Famicom that shouldn't be too much to ask. Occasionally some jerky backround scrolling can be detected and sometimes - horror of horrors - the sprites flicker! Generally speaking this is a fine game, but in my view a conversion of this magnitude ought to be flawless on a machine like the Famicom - and perfect this ain't. Perhaps I ask too much, but the upshot is that my cotton socks are still firmly in place after everyone promised this would blow them off.

TIM BOONE



BOSS 4: A mechanical monster which blasts back from up to five different directions around the screen as you take pot shots and hope for a quick kill.

BOSS 5: A moving monster which slides around against the backdrop, forcing you to negotiate a maze and take him on at the same time!



WELL HARD WEAPONS FOR WAGING WAR!

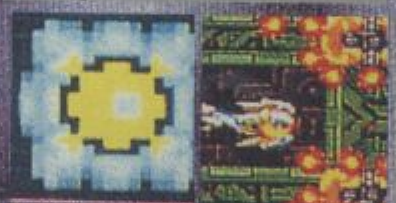
With an entire empire to contend with, you'll need some pretty hefty shooters to take on those Bydo baddies. Luckily enough there are sackfulls of 'em just waiting to be picked up at various stages throughout the game. Here's the full lowdown on the wonderful weapons at your command...



BEAMUP: By holding down the fire button, you can boost the charge of your front-shooting beam to monstrous proportions. Blue beam will take care of most bad guys, but for end of level bosses hold down the button for a supercharged orange beam and unleash some real power!



GUN: The bog-standard wea pon bolted to your ship from the start, its only use is to help you survive until something more useful comes along.



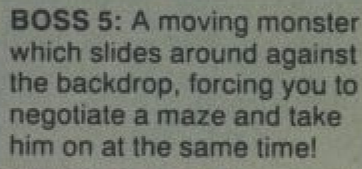
PHOTON TORPEDOS: Seriously usefull for napalming ground-based enemies, these flamers travel across the ground wasting everything in their path!



MISSILES: Much more interesting, these little cuties actually home in on Bydo bogies and blow them apart before their stupid brains work out what hit them.



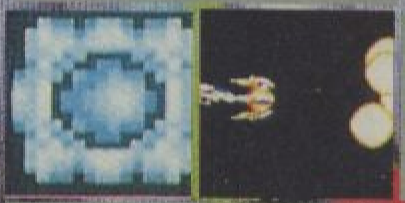
POWER ARCS: These colourful arcs of death will quickly dispense with most of the minor baddies who stand in your way, but only fire in straight lines.



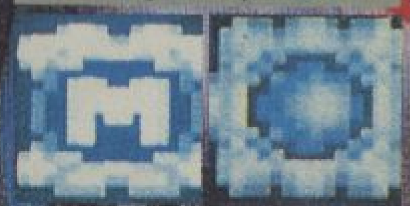
NOSE CONE: A seriously useful bit of kit, this can be bolted either to the front or back of your ship. Serving as a shield and highly effective ramming device.




PODS: Prize possessions for the well-equipped space jockey, these little jokers hover just above and below your ship - firing as well if you collect the right weapons!



BOMBS: Fairly straightfoward and, surprisingly, not all that useful. Still, who's complaining when they help you knock six bells out of alien scumbags?





LASERS: Useful for wasting enemies hiding in those hard-to-reach nooks and crannies, these bounce around the screen until they run out of power or run into something bad.



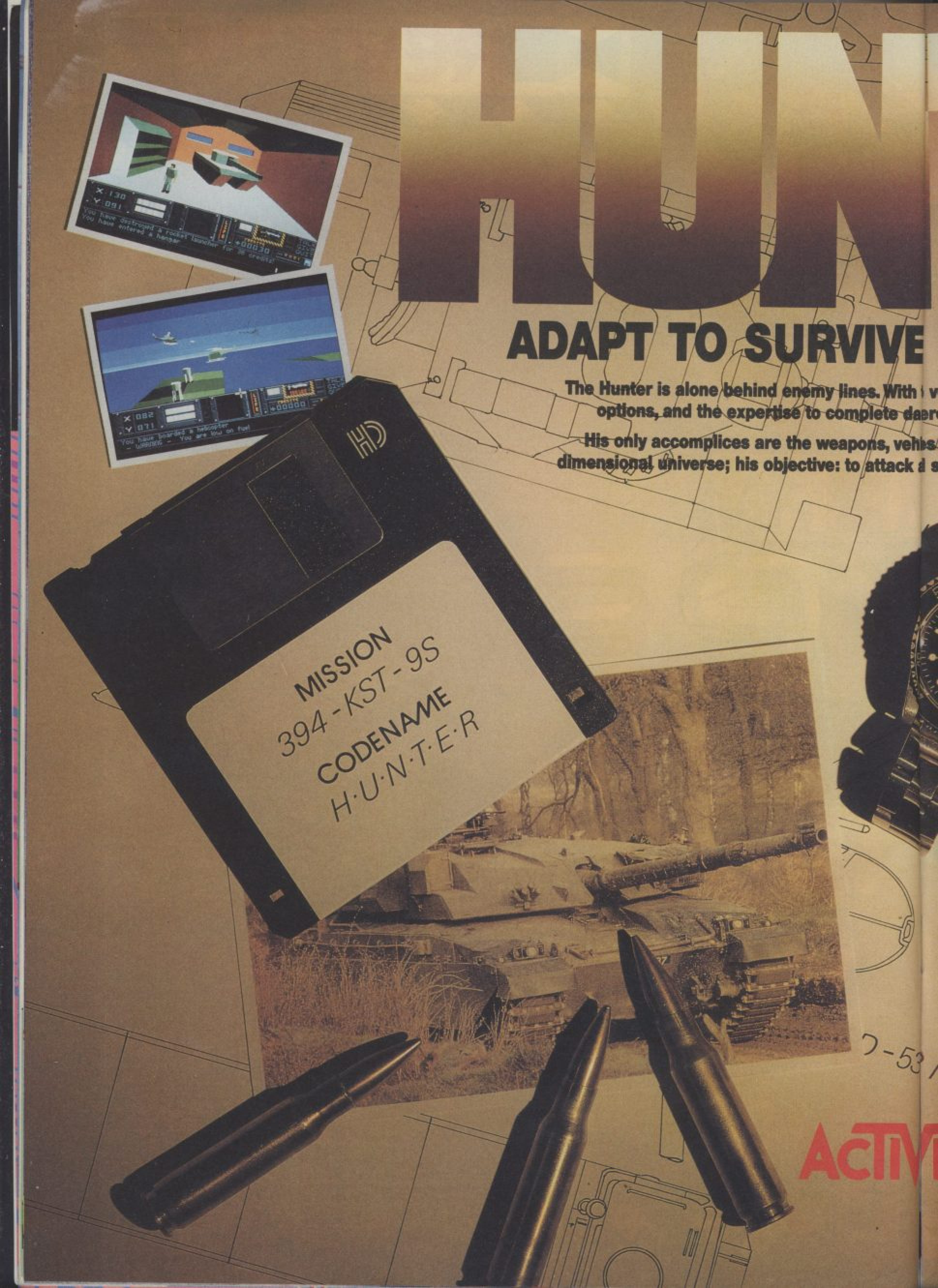
BOSS 6: A three-bit beastie, which means triple the trouble as it splits up to hassle you from all directions!

BOSS 7: The biggest baddie of the Bydo, holding you buddies hostage and spawning little Bydo babies to boot. Blow this away to beat the game!

SPEEDUP: Like the name says, these give your ship that extra zip. Be careful not to collect too many or you'll whizz around and fly out of control!

THANKS!

Thanks to Advanced Console Entertainment (071 383 0482) for getting us our review copy of Super R-Type (and so quickly too!).



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BY AUDIOGENIC

EXILE

It's a hard life, this space exploration lark. But this mission is over, and the navigation computers have been programmed for the return trip to Earth. Time to lie back and wait...

But things are never that simple. Monitors light up all over the ship, each one filled with the image of Columbus Force Commander Sprake, telling you of the escape of genetic scientist Triax, imprisoned in a space cell a century ago but now free, his life extended using his own experiments, his mission to create a race of maggots which will infest the universe and destroy all life within it. What else can you do but descend onto the planet Phoebus, hunt down Triax and bring him to justice?

Sounds simple, but as soon as you arrive, Triax beams aboard your craft, steals the Destinator navigation system from the control console and, before you can reach him, disappears into the void.

So there's the aim - find a way into Triax's underground lab, bring him to justice, then find the Destinator and blast off from Phoebus. Use the many items littered around the playing area to assist in your quest, and above all, use your noddle - hard problems require hard thinking before they can be solved.

UPDATE
Exile is also available on Commodore 64 disk. The gameplay is almost exactly the same, and it's just as good! Wa-hey!



Ok, so Exile isn't the most graphically impressive game in the world on either Amiga or ST, but, as the adage goes, graphics maketh not a game, and this is most apt in the case of this product. Exile is a sprawling arcade adventure, quite unlike anything I've ever played, and Audiogenic's inclusion of save features to both disk and RAM is appreciated. Trying to control the jet-propelled main character is a job in itself, but that's nothing compared to the task ahead in this nippy (more so on the ST) exploration title. To begin with, everything seems far too obscure, so far as solving any problems goes, but perseverance is the key to success; there is usually one place which hasn't been visited and, sure enough, that's where the required item will be lurking. Arcade adventure fans should lock themselves away with a copy of Exile and not come out till they've completed it.

PAUL RAND



This *looks* completely duff. The graphics are so dull they don't look like an Amiga (or even an ST) and the little bloke appears to be nigh on uncontrollable, so it looks like there's nothing but frustration in store. BUT... Stick with it for a while and you will be surprised to find that this is a very compelling arcade adventure. The playing area is vast, but fortunately it's not so bland that everywhere looks the same and you're constantly getting lost. As for the puzzles, they're equally varied, unusual and clever which makes Exile more interesting to play than many other games like it. What's also refreshing is that the game isn't all blasting robots, and most of the problems are caused by the planet's odd natural lifeforms - the doves and imps are particularly annoying. Arcade adventure fans are getting an awful lot of game for their money here, and you normals needn't be fooled by Exile's apparent ugliness - it's a game of unusual depth which will keep anyone occupied for months to come. Well done, Audiogenic!

PAUL GLANCEY



These birds are a right pain ▼ in the butt.

ANIMAL ANTICS

Not only are there killer robots and, of course, the dreaded Triax to contend with, but in Exile all manner of creatures abound to hamper and harm the budding bounty hunter. Many, such as the green birds, just flutter around and hem you into corners without causing any physical damage. But others, such as doves and wasps, home in on you and don't let up until they're either blown to bits or they've kitted you out with wings and sent you to join the Choir Invisible. There are also some cute frogs playing in one of the ponds - quite what their use is, if any, is yet to be established, but it is fun to pick them up and drop them into fires!

▲ The imps nick your gear if you let them!

◀ "Oh my gosh! Bees! Bees! They're all around me!"

JET-POWERED JAPES

Phoebus is an enormous place, and to walk everywhere would not just take a very long time, it would also play hell with your corns! So it's a good job your character owns a smart jetpack to propel him in eight, smoothly scrolling directions. It must be constantly topped up with power, though, and although there is the odd loose energy pod lying around the planet, most of them can only be acquired by destroying robots, either by blowing them up or, in the early stages of the game, pushing them from high places.

AMIGA	%
GRAPHICS	75
SOUNDS	81
PLAYABILITY	85
LASTABILITY	94
OVERALL	90

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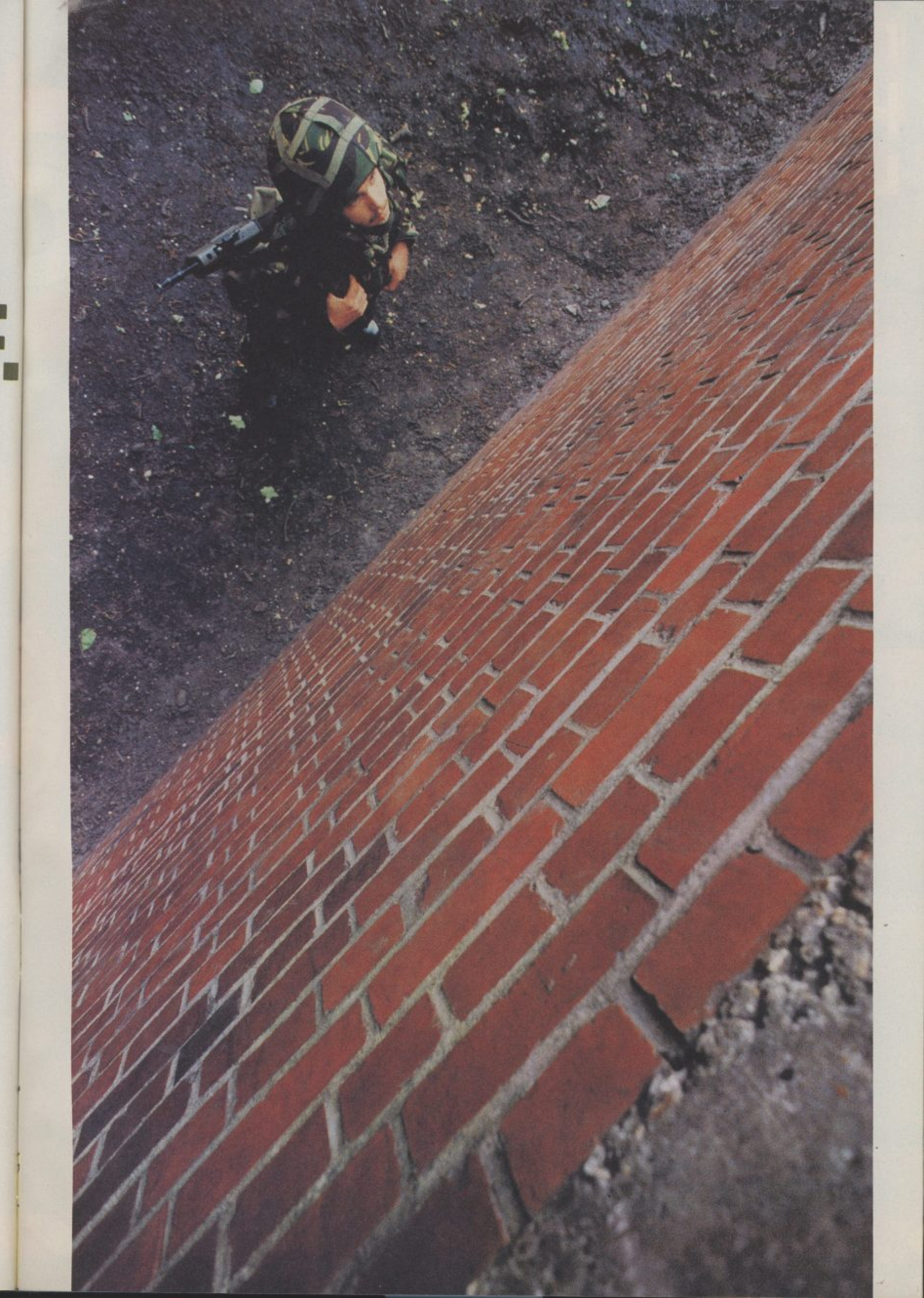
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PC

PITHECA

The life of your average caveboy is fraught with danger, and PC Kid is no exception. Not only are there all manner of dinosaurs to avoid, but that horrible Bonk the Dragonsaurus has gone and kidnapped his girly again. Barely out of nappies since his first excursion into the neolithic unknown, the sweet little bundle of prehistoric innocence must once again venture out of his cave and attempt to rescue the love of his young life.

PC Kid 2 sees the bold, bald youngster battling it out across six levels of sun, sea, sand and the soldiers of the nasty Bonk. As in his first outing, the Kid can dispose of any creatures by headbutting them or by consuming his favourite kebabs and cutting a swathe through the hordes before the effect of that hot chilli wears off!

Bonus levels are accessible, in which the Kid can rack up his points tally and, of course, there's an assortment of weird and not-so-wonderful guards at the end of each level whom PC Kid must despatch to that great boneyard in the sky if he wishes to continue further into the game.

▲ Baby goes for the power-up - he's all heart really.

▲ Hmmm, prehistoric roadworks...

CREATURE COMFORTS

They're back - the Eggosaurs! These cute little dinos with half-eggshells stuck on their heads were the loyal followers of Bonk in PC Kid's first adventure, and now there are even more of them! Not only do they appear as cavemen, they can also be found butterfly-catching, surfing, dressed up in naval uniform and practicing semaphore, and even relaxing by the water and indulging in a spot of fishing! But don't be fooled by their laid-back appearance - these critters can seriously damage PC Kid's health!



DONER DELIGHTS

PC Kid's favourite food - kebabs - come in two flavours: sweet 'n' sickly and extra hot! The former turns the Kid into a vision of loveliness, complete with long, curly eyelashes, allowing him to literally kill his enemies with kindess by blowing lovehearts at them. The second allows him to literally blow his top and charge right through the minions of Bonk, giving them no chance of retaliation until the chilli wears off.

FLOWER POWER

On picking the flowers situated around and about PC Kid's world, our hero is instantly whisked off to one of the many bonus levels of the game. Here, he must collect as many of the Smileys as possible, either before he reaches ground level or within the given time limit, whichever is appropriate to the stage in question.

At the end of the level, the Smileys are turned into points and Kid is transported back to the position he was at before he picked the flower. Handy or what?

The first PC Kid game was an absolute joy, both to look at and play. So it comes as no real surprise to find that programmers Hudsonsoft have hung on to the basic Wonderboy/Marioesque formula which made that title such a HIT! and added extra features around it such as new baddies, secret rooms and bonus levels. What we end up with is a cart which not only is a darn sight larger than the original, but infinitely more enjoyable in the playability stakes. PC Kid is as agile as ever, being able to jump, headbutt and even land flat on his bonce from a great height! All these actions, and those of the multitude of monsters to be tackled, are picked out in beautifully animated, almost cartoon-like quality - when the Kid is underwater, for example, and comes across a fishing Eggosaurus, he jumps out of the water, eats the fish and the line along with it! The sonic treats are as maniacal as before, mixing old tunes and effects from the original game with some great new ones and combining with the great graphics and superb playability to create one of the best PC Engine games of all time.

PAUL RAND



PREHISTORIC PERILS

This time around, the end-level guardians are angry, and even more difficult to defeat than in the first game! They have become even stranger, too, and include a Tortoisaurus with a volcanic shell on its back, a Rhinosaurus with a laser-mounted nose (and a gunsight perched on the end of its horn!) and even a ballet-dancing monster complete with tu-tu!

Looks can be very deceiving, and at first glance this appears for all the world like a bog-standard cutesie platform game. In fact, it's a lot, lot more. PC Kid is a huge bundle of laffs from beginning to end, combining some well wicked gameplay with touches of humour guaranteed to keep you coming back for more. The play area is vast, which means you'll stay superglued to the joypad for hours on end until you think you've discovered everything - only to find a whole new region chock-a-block full of thrills 'n' spills to conquer. You'll need to keep your wits about you too: our Kid has to contend with a huge variety of obstacles and enemies - and those critters just keep on coming. PC Kid 2 is one of those games you'll quickly grow to love, and this bald little tyke even manages to give Mario a run for his money. For good honest Engine-owning gameplay freaks, this is a dream come true. The rest of you will just have to sit there and ponder over all the goodies you're missing because you don't have a PC Engine - and PC Kid II is another on the list. It's terrific!

TIM BOONE

THANKS

Thanks to Console Concepts (0782 712759) for the gamecard loaned for this review.

▲ *Going Down! Kid grabs the lift to the darkened depths of level one.*

PC ENGINE

GRAPHICS	93
SOUNDS	90
PLAYABILITY	94
LASTABILITY	94
OVERALL	92



RO RA

MEGADRIVE £39.99

BY ELECTRONIC ARTS

When unemployment hit new heights and the politicians told people to "get on their bikes", you took them literally, bought a 400CC speed monster and started racing for money. The venues for your chosen sport are five stretches of North America's freeways through the Sierra Nevada, Palm Desert, Grass Valley, Redwood Forest and along the Pacific coastline. Of course, racing on a public highway is highly illegal, but the substantial amounts of prize money make it worthwhile - as long as you're good enough to win.

You're joined by 14 other riders, all just as eager to collect the purse and, like you, most of them don't care how they go about winning. Your opponents are all pretty tough hombres, and if you try overtaking they may well boot you off your bike - or at least give you a friendly smack in the face as a warning. Of course, you're not above using the same tactics and would happily eliminate them from the race by driving them into the path of an oncoming car! Nasty, eh?

Complicating things are the highway patrolmen who cruise up and down the state on their Harley Davidsons causing trouble for honest outlaw bikers like you. If you let one of them catch you forget about finishing the race, because you'll be in jail. Unless you can afford to pay a hefty fine, you'll be staying there till the racing season's over!

Choose your course from this menu. ▼







▲ *CRUNCH! A collision with a car (visible in the mirrors) sends bike and rider flying!*



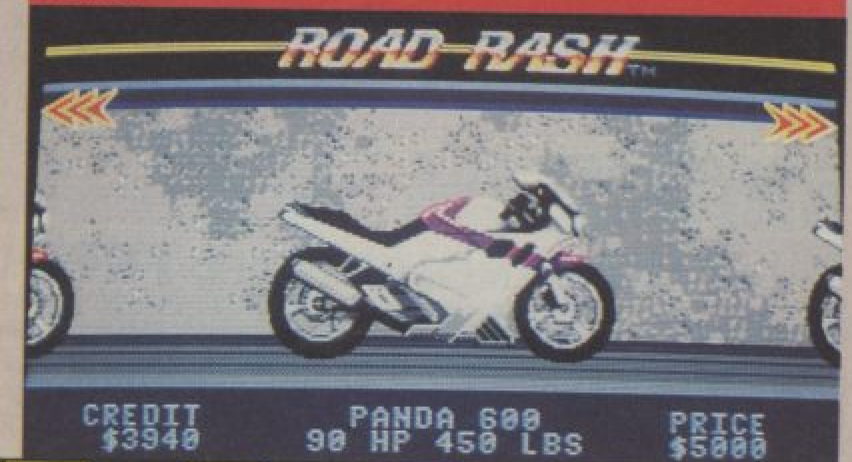
A beat 'em up on motorbikes, eh? Now here's a sight we don't see very often. My first impression was that this is really just a racing game with the fighting bits tacked on as a gimmick, but it is actually an essential part of the game. True, you're not meant to thump every rider you come across, but some of the more stubborn ones just won't let you past without a fight! The aggro broadens the enjoyment you get from Road Rash a great deal and makes you wonder why no-one thought of it before. You can't beat charging through a pack of four bikers, then swerving a bit to knock them all flying! The 3D effect, though not silky smooth, is very fast and sufficiently convincing to make you think you're rocketing up the road at 140 mph and the crash effects are excellent! Run into the back of a car at high speed and both you and the bike are catapulted over the bonnet, and while you're lying stunned by the roadside, the car is bouncing the bike further up the road! Road Rash makes all other race games seem like a crashing bore, so try it and buy it!

PAUL GLANCEY

NEW BIKES FOR OLD!

It's usually not long before you have a bit of prize money burning a hole in your leathers. Save it up and you should soon be able to afford a more powerful bike - just what you need when you finish the first five races and move on to the stiffer competition of the Level Two riders.

All the bikes are outwardly based on real street machines, although the names have been changed. After all, what self-respecting real-world biker would buy a motorcycle called a Panda?



ROAD RASH

▲ Watch out for that car!



▲ Whooops! Splat!

SAFETY LAST

As if your competitors didn't make things dangerous enough, there are all sorts of other hazards waiting to rearrange a careless rider's facial features. Naturally you need to take care on bends or risk running off the road into a tree, sign or building. Also, watch out for cars coming down the other side of the road towards you, or cross-traffic at junctions. It only takes two collisions with a car to write off the bike, and perhaps the rider.

Both the bike and the rider have damage indicators, and if either run off the scale that's the end of the race. If both survive a crash, the fallen rider has to get up, run back up the road to his bike and get going again before he loses too many positions! Just goes to show what a tough lot these bikers are, doesn't it?

ROAD RASH



SOME OF THESE JERKS WOULD RATHER FIGHT THAN RACE. WATCH YOURSELF OUT THERE.

NATASHA

ROAD RASH



NICE DAY FOR A RIDE DON'T DO ANYTHING I WOULDN'T DO.

ROAD RASH



WATCH OUT FOR VIPER, HE'S GOT A CLUB. IF HE STARTS TO SWING, REACH OUT AND TRY TO TAKE IT.

NATASHA

PRESS "START" TO EXIT

BIKIN' BUDDIES

Before the start of each race, one of your opponents greets you and offers some advice. Natasha and Slater are honest competitors and may well provide some useful info. Just remember to be equally courteous to them during the race, because they don't help people who try to run them off the road.

On the other hand there's Biff, who is scum. He's smug, he's rich, he's not a particularly good rider and he probably has no taste in music. Before the race, he'll either be bragging about how much his custom-made bike has cost or promising that his conduct will be nothing but sportsmanlike. Try to pass him on the road, however, and he'll either try to kick you off your bike or pull a club and smash you over the helmet with it!

ROAD RASH

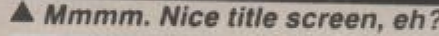


IF YOU SEE A COP IN THE MIRRORS, PULL OVER AND STOP. MAYBE THEY'LL LET YOU OFF EASY.

BIFF

REVIEW




▲ Mmmm. Nice title screen, eh?



▲ Start yer engines!



▲ Another race over, but only placed third!



After a hard day's racing, ▶ it's time for a snog on the beach.



Think of a suped-up Super Hang On with fists and clubs thrown in and you have a pretty good idea of what Road Rash is all about. This is one hard 'n' fast racer, with a whole load of extras and some very nice touches thrown in on top. The fighting aspect is crucial to your success - mastering your machine and learning how to throw a punch are top of the list of any boy racer's priorities. Although fairly simple, the graphics work very well - and the illusion of speed is so convincing you'll almost wince when you fall off the bike! Playing the game, you'll soon learn which of the bikers to trust and which is a lying little get to be bashed off the road at the earliest opportunity. You'll also learn to treat police officers with a little respect and the best machines to buy to get furthest in the race - each bike handles differently and to get anywhere you'll have to become skilled in the use of them all. If you're looking for a well 'ard racing game on the Megadrive then look no further than this - burn rubber and kick ass!

MEGADRIVE

GRAPHICS	91
SOUNDS	87
PLAYABILITY	92
LASTABILITY	90
OVERALL	**91**



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BY SEGA

Peter Parker works as a photographer for the Daily Bugle newspaper. Not a very interesting job, you may think. But when the forces of evil get up to no good, Peter becomes Spiderman, one of the greatest superheroes of them all. After being bitten by a radioactive spider, Peter received all the skills available to the eight-legged creature; walking up walls, spinning webs (with the help of a special invention he invented), great strength for his size and that sixth sense which alerts spiders just as you're about to squash them.

Spidey's new adventure revolves around one of his most dangerous adversaries - The Kingpin. He's broadcast a television message alleging that Spiderman has turned to crime and planted a bomb which will spread pollution all over the city!

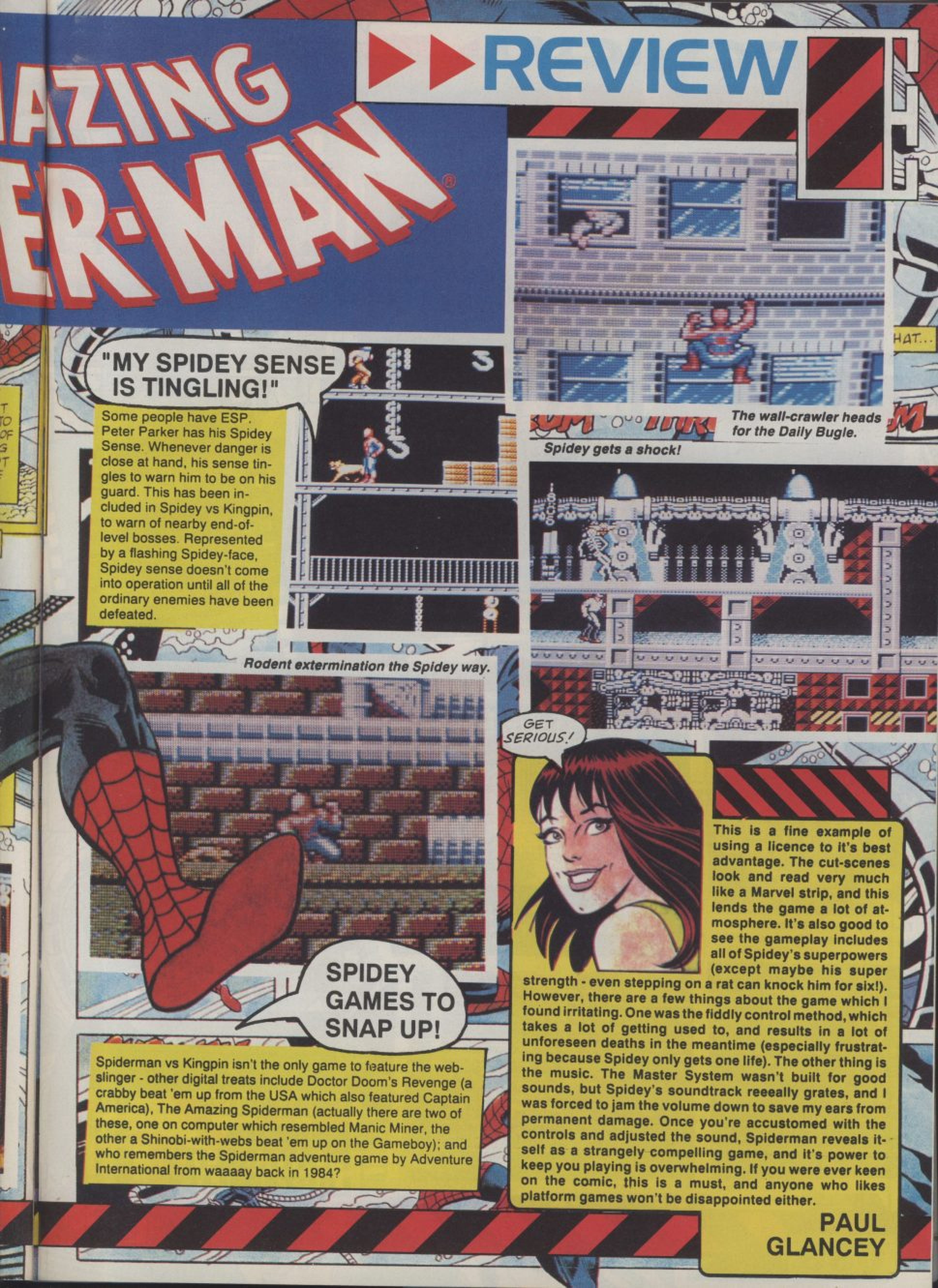
Of course, it's not true, and it's the Kingpin who has planted the bomb, but this doesn't save Spidey from suddenly becoming the target of the city's police force. He has to prove his innocence by tracking down the bomb and doing over Kingpin's henchmen.

The Kingpin has recruited some of the most ingenious super-criminal minds to help him, such as The Lizard, Doctor Octopus and The Hobgoblin. All of the baddies have been entrusted with one of the five bomb disarming keys, and Spidey has to find them and beat them up enough to get the key out of them. Once all the keys have been found, Spidey must then track down The Kingpin and force him to reveal the location of the bomb.

Doc Octopus is well-armed (haw haw!).

I'm more than surprised to see Spidey on the Sega - I would have thought that, with the likes of the Turtles doing the rounds, the old web-slinger himself would be a bit long in the tooth for kids of the Nineties. That shouldn't stop you grabbing Spiderman vs Kingpin as soon as you can, however, because he's been transferred to digital form brilliantly. All Spidey's powers have been recreated on the Master System, making it possible to fire webs, walk up walls, vanquish evil enemies just like the man himself - even Spiderman's Spidey Sense has been included, to warn the player of oncoming bosses! When you play the game, it's as if you're participating in an interactive comic strip, even though Marvel's marvel struts around as if he's Chris Eubank on a bad day. One tiny problem is the sheer amount of cut-scenes interspersed throughout the action; nice to look at the first time round but after that you'll be hammering away at the fire button to get rid of them and continue with the proceedings. All in all, Spiderman vs The Kingpin is a faithful interpretation of Spidey's comic book and cartoon exploits, and should be snapped up forthwith.

PAUL RAND



AMAZING SPIDER-MAN

"MY SPIDEY SENSE IS TINGLING!"

Some people have ESP. Peter Parker has his Spidey Sense. Whenever danger is close at hand, his sense tingles to warn him to be on his guard. This has been included in Spidey vs Kingpin, to warn of nearby end-of-level bosses. Represented by a flashing Spidey-face, Spidey sense doesn't come into operation until all of the ordinary enemies have been defeated.

The wall-crawler heads for the Daily Bugle.

Spidey gets a shock!

Rodent extermination the Spidey way.

This is a fine example of using a licence to it's best advantage. The cut-scenes look and read very much like a Marvel strip, and this lends the game a lot of atmosphere. It's also good to see the gameplay includes all of Spidey's superpowers (except maybe his super strength - even stepping on a rat can knock him for six!). However, there are a few things about the game which I found irritating. One was the fiddly control method, which takes a lot of getting used to, and results in a lot of unforeseen deaths in the meantime (especially frustrating because Spidey only gets one life). The other thing is the music. The Master System wasn't built for good sounds, but Spidey's soundtrack reeeally grates, and I was forced to jam the volume down to save my ears from permanent damage. Once you're accustomed with the controls and adjusted the sound, Spiderman reveals itself as a strangely compelling game, and it's power to keep you playing is overwhelming. If you were ever keen on the comic, this is a must, and anyone who likes platform games won't be disappointed either.

PAUL GLANCEY

SPIDEY GAMES TO SNAP UP!

Spiderman vs Kingpin isn't the only game to feature the web-slinger - other digital treats include Doctor Doom's Revenge (a crabby beat 'em up from the USA which also featured Captain America), The Amazing Spiderman (actually there are two of these, one on computer which resembled Manic Miner, the other a Shinobi-with-webs beat 'em up on the Gameboy); and who remembers the Spiderman adventure game by Adventure International from waaaay back in 1984?



SPIDEY SNAPS!

Not only can Spiderman act like a spider, he can also act like a newspaper photographer - hardly surprising, considering that's his day job at the Daily Bugle newspaper. Whenever he meets one of his arch enemies, Spidey can take snapshots of them and flog 'em off to his editor, using the dosh to purchase better webs! They also have the added effect of helping to prove his innocence.

Time for a bit of a lie down, perhaps.

The cops turn their backs on the outlawed Spidey.

SPIDEY ON CELLULOID!

Not only has Spiderman starred in comics, cartoons and computer games, he's even appeared in two movies! Nicholas Hammond took the title role in The Amazing Spiderman, a so-so, made-for-television yarn in which Amazing foils a $50m extortion racket. Nicholas Hammond also starred in the even weaker sequel, Spiderman Strikes Back, in which Spidey took on large bald thugs with swords in his quest to rescue a scientist's daughter. Unfortunately, in neither film did he fight any of the super-villains from the comics, which is hardly surprising considering their low-budget look. Perhaps now that film budgets are bigger some enterprising production company could put together some Spidey blockbuster a la Batman...

MASTER SYSTEM

%	
GRAPHICS	88
SOUNDS	50
PLAYABILITY	85
LASTABILITY	83
OVERALL	83



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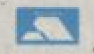
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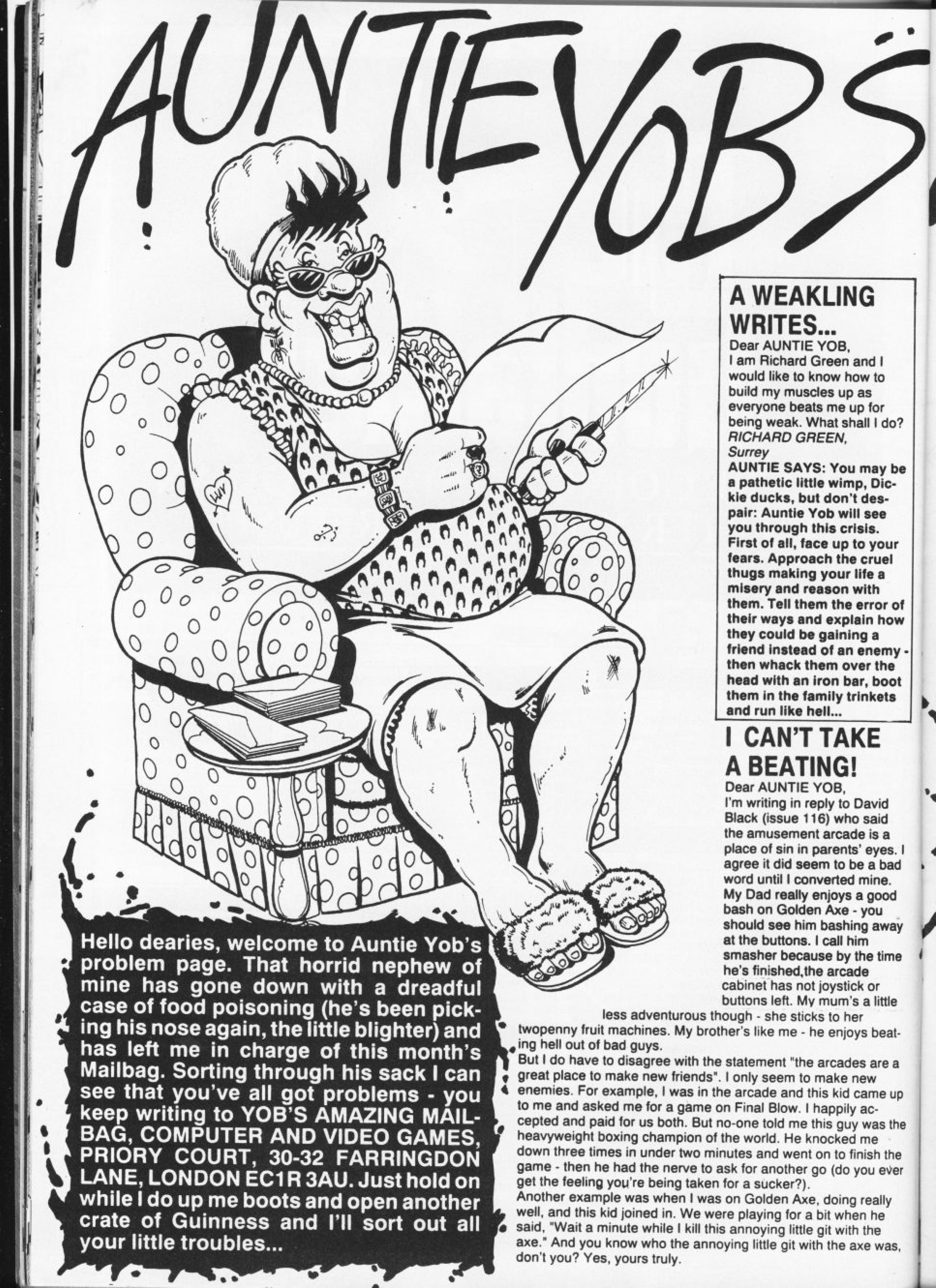
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AUNTIE YOB'S

Hello dearies, welcome to Auntie Yob's problem page. That horrid nephew of mine has gone down with a dreadful case of food poisoning (he's been picking his nose again, the little blighter) and has left me in charge of this month's Mailbag. Sorting through his sack I can see that you've all got problems - you keep writing to YOB'S AMAZING MAILBAG, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Just hold on while I do up me boots and open another crate of Guinness and I'll sort out all your little troubles...

A WEAKLING WRITES...

Dear AUNTIE YOB,
I am Richard Green and I would like to know how to build my muscles up as everyone beats me up for being weak. What shall I do?
RICHARD GREEN,
Surrey

AUNTIE SAYS: You may be a pathetic little wimp, Dickie ducks, but don't despair: Auntie Yob will see you through this crisis. First of all, face up to your fears. Approach the cruel thugs making your life a misery and reason with them. Tell them the error of their ways and explain how they could be gaining a friend instead of an enemy - then whack them over the head with an iron bar, boot them in the family trinkets and run like hell...

I CAN'T TAKE A BEATING!

Dear AUNTIE YOB,
I'm writing in reply to David Black (issue 116) who said the amusement arcade is a place of sin in parents' eyes. I agree it did seem to be a bad word until I converted mine. My Dad really enjoys a good bash on Golden Axe - you should see him bashing away at the buttons. I call him smasher because by the time he's finished,the arcade cabinet has not joystick or buttons left. My mum's a little less adventurous though - she sticks to her twopenny fruit machines. My brother's like me - he enjoys beating hell out of bad guys.

But I do have to disagree with the statement "the arcades are a great place to make new friends". I only seem to make new enemies. For example, I was in the arcade and this kid came up to me and asked me for a game on Final Blow. I happily accepted and paid for us both. But no-one told me this guy was the heavyweight boxing champion of the world. He knocked me down three times in under two minutes and went on to finish the game - then he had the nerve to ask for another go (do you ever get the feeling you're being taken for a sucker?).

Another example was when I was on Golden Axe, doing really well, and this kid joined in. We were playing for a bit when he said, "Wait a minute while I kill this annoying little git with the axe." And you know who the annoying little git with the axe was, don't you? Yes, yours truly.

MAILBAG

Throughout my time I've been constantly thrown around the screen by my neck, bashed over the head with a lead pipe and slashed to bits, all by my so-called team-mates. With friends like these, who needs enemies?
GLEN FOSTER,
Carlton, Nottingham
AUNTIE SAYS: I fear it's not your playing partners with the problem, luvvy, but you. Don't you realise how much fun it is to completely wreck other people's games by cutting them off in their prime? Honestly, what's your problem? You ought to take a leaf out of your old man's book and become an axe wielding homicidal maniac - but make sure you put your coins in the machine first.

JUST POTTY OVER POPULOUS

Dear AUNTIE YOB,
I'm a little annoyed. In issue 113 there was a preview of 8-bit Populous saying it would be available in March. Do you know of any shops in London which might sell it?
SEAN SANGSTER,
London SE13
AUNTIE SAYS: Did you know that stress accounts for more illnesses than eating too many Jelly Tots on an R-360 arcade machine? I'd hate to see you pop a gasket over this, dearie, so why not calm yourself down, try some yoga whilst chanting "I must not be a stupid little prigg", take a close look at this issue and all will be revealed...

BOINNK! Naff off, Auntie - these are my pages and I'm not letting any raving old biddy tanked up on Guinness take over! Auntie's gone to, ah, "sleep off" an unexplained blow to the head, so I'm back at the helm. Honestly - old people these days - you have to have eyes in the back of your head. Now if you'll just excuse me for a couple of paragraphs while I lug her back into the ambulance...

... Right, I'm back. Normal service will now be resumed...

TAKE A HIKE, WALKER!

Dear YOB,
I haven't really got any idea why I'm writing to you. Anyway, Hi! How's it going? Oh, I have just remembered a question for you - why don't most cheat modes work on my ST, for instance Dragon Breed, Robocop 2 and Forgotten Worlds?
PHILLIP WALKER,
Framlingham, Suffolk
YOB: They're probably not working because you're so braindead that you've be trying to enter them into the family toaster. Do us all a favour and stick yourself under the grill instead.

I'LL BELIEVE ANYTHING, I WILL

Dear YOB,
Is it true what I read in some crap mag, that Nintendo has dropped its copyright laws? Does this mean that Sega can release the Super Mario Bros games on the Master System or Megadrive without being sued?
SOMEBODY,
Somewhere
YOB: If you seriously believe that then you're a bigger fool than Phillip Walker. Come on matey, would you buy a Nintendo if you could get Mario on computer? Do me a favour!

YOU CRAFTY LITTLE BEGGER!

Dear YOB,
Please, please, pretty please could you print this letter and please could you give me the cash prize because (oh I hope this is a good excuse) I need it to buy a Nintendo. If you will not give me the money could you at least give me yours? I own a crappy Master System.
WESLEY COLEMAN,
Kidderminster
YOB: Whaddya mean, crappy Master System? You should think yourself lucky, 'cos there are plenty of people out there worse off than you! Take Art Editor Jon, for example: up until recently all he had for company on a Wednesday evening was his green-screen Vectrex and Flintstones videos. So my advice is to look on the bright side. After all, at least your name's not Wesley.



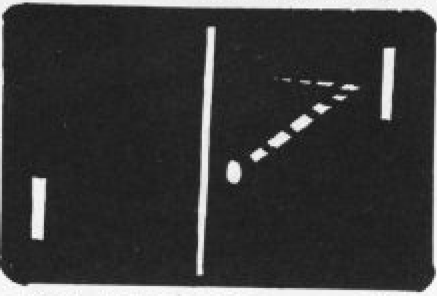
MUM'S THE WORD

Dear YOB,
I have recently found out the address of your Mum and if I don't get the 100 I'll tell her what you're up to.
T ELEMENT,
Stockport, Cheshire
PS The old-style CVG was better.
YOB: So what? My mum taught me everything I knew. I remember the days when she was champion cat-hurler for Sudbury. She didn't actually live in Sudbury; she just beat up the organisers until they let her compete there. My kinda gal!

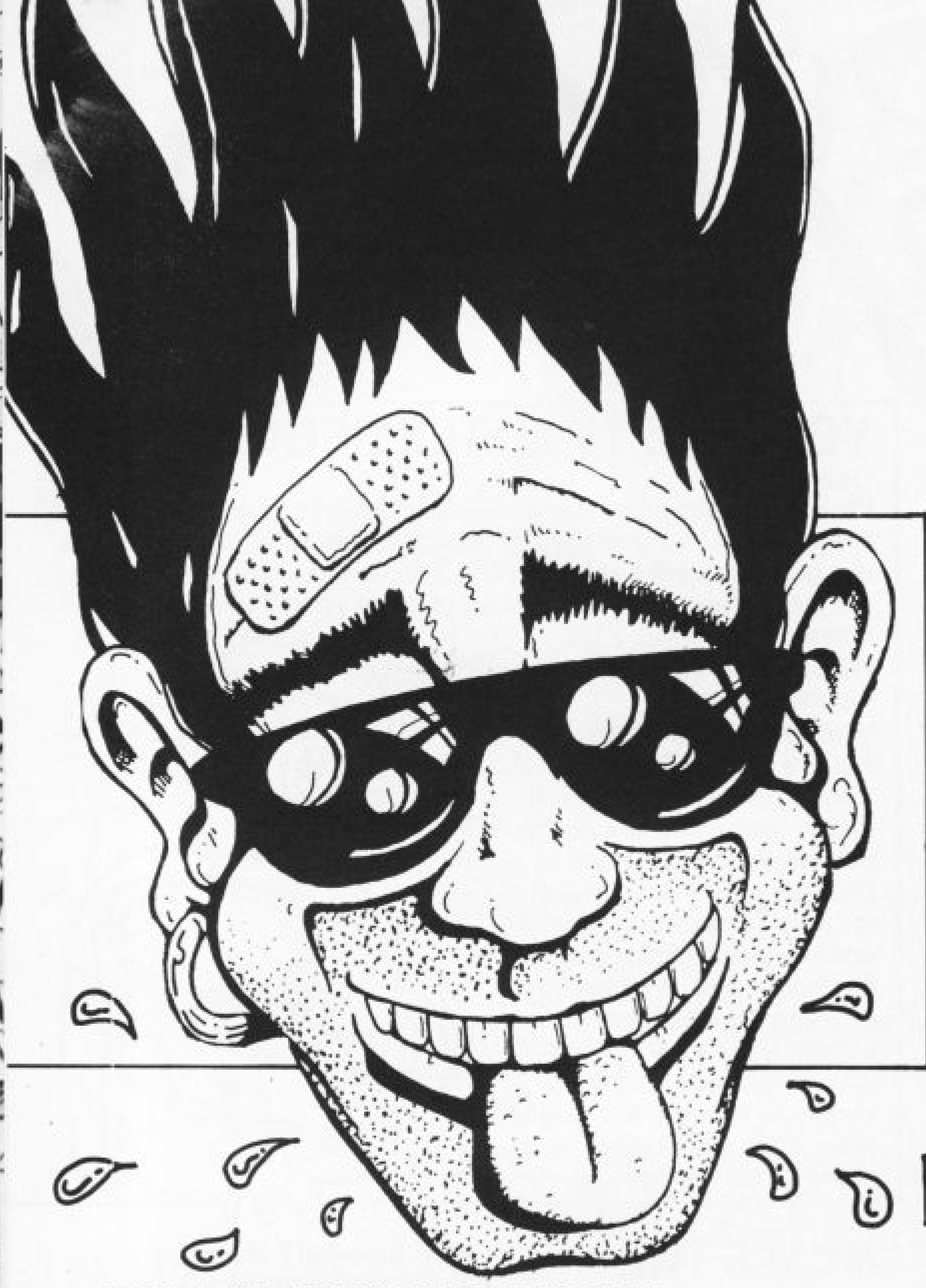
← NO IT WASN'T, DUMBASS! JON

BRING BACK THE GOOD OLD DAYS

Dear YOB,
I have been reading some computer mags and very few have Amstrad, C64 and Spectrum games. Even CVG has not had a review of a C64 or Amstrad game in four months ad on the highscores and Bytesize you have been complaining about C64, Amstrad and Spectrum. In the May issue it was so bad that you put Spectrum and C64 Bytesize on one page. There is just no more months when there is something good to say about the C64, Spectrum and Amstrad - it's all Amiga, ST and PC. Even my best chum said when he came over to play my Game Boy that the Game Boy graphics were better than the C64. Some say it's change, but I want the good old days back when it was Spectrum, Amstrad and C64 fighting for first place.
CIARAN MHELHALL,
Co Wicklaw, Ireland
PS There is nothing wrong with the Amiga, PC or ST.

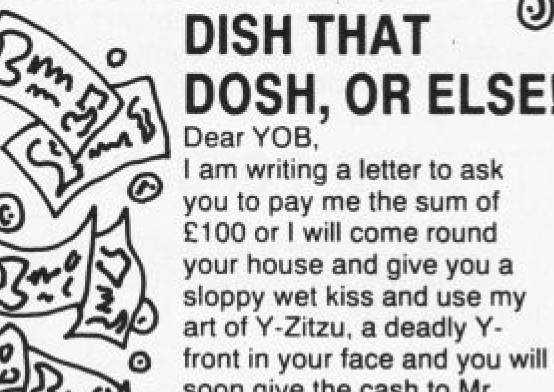

THE GOOD OLD DAYS!

YOB: It's all well and good whinging on about "the good old days" but why don't you take your head out of that smelly, dark place and look to the future. Honestly, you're more out of date than my library books.



SIZE DOESN'T MATTER, HONEST

Dear YOB,
I would like to congratulate you on a fine magazine. I've seen so many letters complaining about the size of your reviews and, personally, I think they are fine and give me what I want to know without "beating about the bush", so to speak. A certain Mr Jenkins in issue 116 complained about the "inane caricatures of the reviewers". I think that these are very useful as I can see instantly from the reviewers' expressions whether the game received a good review or not and I appreciate that greatly. So thank you, YOB and the rest of the CVG staff for an interesting and informative magazine.
B RUTHERFORD,
Ewell, Surrey



YOB: If you could see my face right now, you'd see instantly that I think your a horrible little crawler who has about as much chance of getting star letter as my chiropodist raising a smile...

EVERYBODY HATES ME!

Dear YOB,
I have just written to say that you think you are taught when you are not. Everything that I hate about YOB is listed below:
1. He always calls everyone a boring old git or fart.
2. He's so tight that he never gives away that hundred quid prize.
3. He never helps anyone when they need help. For example, a boy asked how to load Narco on the PC in issue 116.
4. His armpits are so hairy he looks like he's got a hippy in a headlock.
BICCY BAR CRUM,
Croydon
YOB: At least I'm popular. I've heard that people hate you so much that kids at school pay the teachers to keep quiet while they beat you up. Look, buy a packet of biccy bars, shove them in your gob sideways and say the alphabet backwards to find out how much sense you make.

DISH THAT DOSH, OR ELSE!

Dear YOB,
I am writing a letter to ask you to pay me the sum of £100 or I will come round your house and give you a sloppy wet kiss and use my art of Y-Zitzu, a deadly Y-front in your face and you will soon give the cash to Mr Round, ruler of the YOB house and defender of the CVG crown. I will also ask not to insult my friends Mr Wizard Man and Mr Stoolhead. I have to be looked at now.
Bye bye.
MR ROUND,
Dyfed, Wales

YOB: What is your mother feeding you? Whatever it is, don't worry: I can remember my first pint too.



WHAT A MUG!

Dear YOB,
I think Barry Jenkins (from issue 116) is a boring, tired old human being and a large chunk of CVG readers will, without question, agree with me.
As I'm sure my hypothesis is correct, his friends must look like the cartoon of Tim Boone on page 44 of issue 116 (no offence Tim).
PATRICK WAKEHAM,
Exeter, Devon

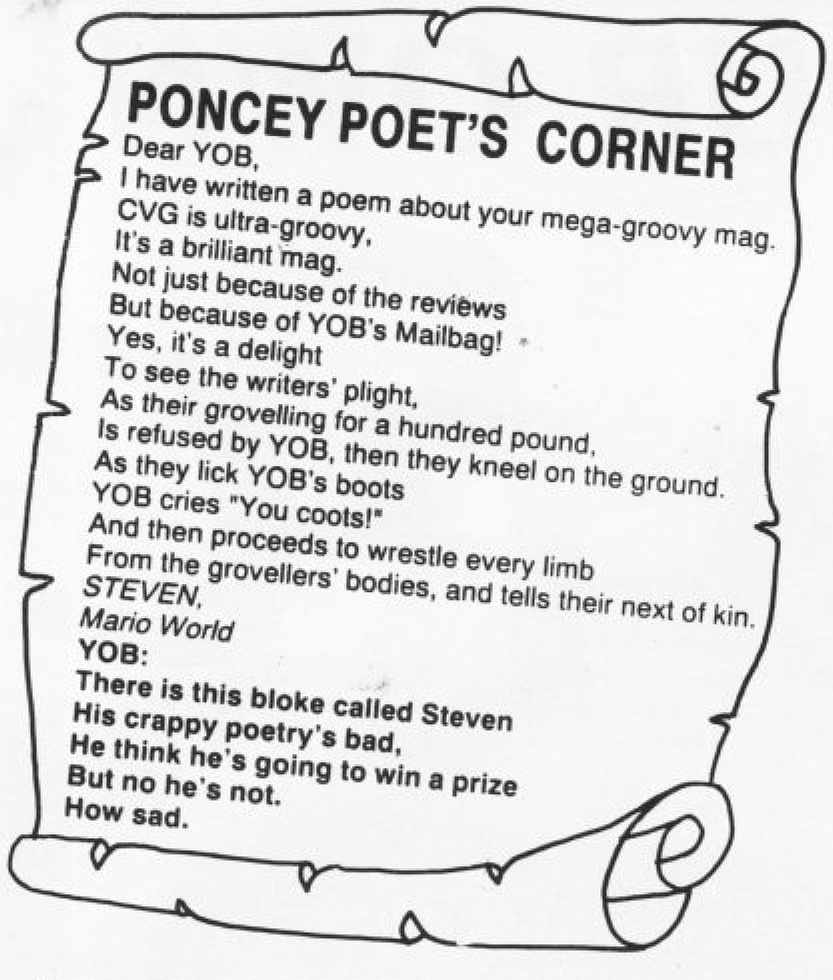
YOB: What, you mean he's handsome, suave and generally hunky? (No, you can't have a pay rise - Ed). Actually, I've heard that his friends look exactly like you, so they must be boring old farts as well.



I'M FUNNY, I AM...

Knock Knock! Who's there? Kylie!
Kylie who? THAT'S SHOWBUSINESS!
Q: How many pessimists does it take to change a lightbulb?
A: None, because it'll only go out again anyway.
Q: How many folk singers does it take to change a lightbulb?
A: Sixteen - one to change the lightbulb and fifteen to sing about how good the old one was.
Q: How many Californians does it take to change a lightbulb?
A: Eight - one to change the lightbulb and seven to share in the experience.
RADION AUTOMATIC,
Wantwich, Cheshire
PS My Rowtron is better than your Famicom.
PPS Welcome back Paul Rand, my favourite reviewer, but shame you're taking the job which surely would have been mine.

YOB: There's nothing like a good laugh. And there's nothing like a good laugh in this letter. Who writes your material - Dot Cotton?



PONCEY POET'S CORNER

Dear YOB,
I have written a poem about your mega-groovy mag.
CVG is ultra-groovy,
It's a brilliant mag.
Not just because of the reviews
But because of YOB's Mailbag!
Yes, it's a delight
To see the writers' plight,
As their grovelling for a hundred pound,
Is refused by YOB, then they kneel on the ground.
As they lick YOB's boots
YOB cries "You coots!"
And then proceeds to wrestle every limb
From the grovellers' bodies, and tells their next of kin.
STEVEN,
Mario World
YOB:
There is this bloke called Steven
His crappy poetry's bad,
He think he's going to win a prize
But no he's not.
How sad.

JUST A STUPID LUNT

Dear YOB,
Excellent though your letters page may be, I've discovered a very worrying trend. Why, when some idiot writes in is there some sort of cartoon drawn next to their letter insulting them? They can't help being complete thickos and could get upset over these graphical masterpieces.
STEVEN LUNT,
Wigan, Lancs
YOB: What's the matter, thicko? Want a cartoon drawn of yourself? Mmmm. What do you reckon, Jon?

NO CHANCE. JON.

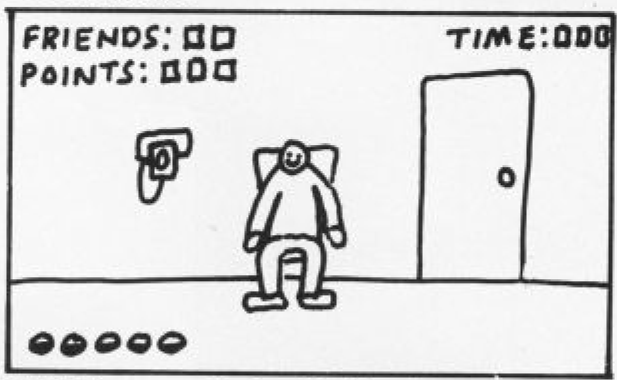
CONSOLE CRAZIES DRIVE ME NUTS

Dear YOB,
What is all this poo flying around about consoles taking over the world? I myself have a PC Engine (which I won in one of your fabby compos) but I still think that they are no better than computers. For a start, games are incredibly expensive on consoles, and you can't even make back-up copies if the cartridges bugger up. Also, if consoles are so good, why are the makers (ie. Sega and NEC) bringing out PC versions of their consoles? Don't get me wrong, I think consoles are marv (especially the Super Famicom) but they are not better: I'd say on par.
Anyway, nuff said. I've designed a wicked game and it's called REVENGE OF THE SEQUEL OF VIC REEVES BIG NIGHT OUT II.

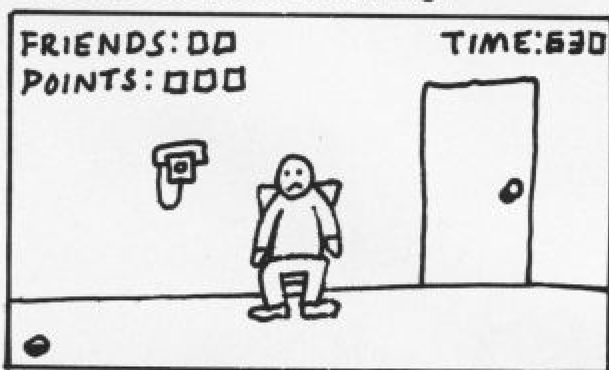
LEVEL ONE: You are Les and have to hunt around backstage and in the studio in a forced-perspective romp to find the keys to his Bontempi organ which Vic has dismembered. If you find his ceremonial gown you get an extra life and his giant power supply gives you speed.

LEVEL TWO: This is a side-on beat 'em up. You play Wavy Davy and have to find Graham Lister (boo hiss!). His henchmen are in abundance but you can use your fists, The Man With The Stick's stick, bits of fence from Novelty Island and if you collect three icons you become the devil and fire beams from your eyes!

LEVEL THREE: Unfortunately, Lister escaped and in this level, which is a front-on view, Op Wolf-style shoot 'em up (on a static screen) where Lister is hiding in the audience, you fire The Man With The Stick's kids at him, but don't shoot too many of the audience! Kill him and you are in the last level...
SIMON BARRETT,
Pontypridd, Mid Glamorgan
YOB: And so it goes on. I've decided to cut the rest of this drivel to do Yob's bit for the environment and save a few trees for my pet Rottweiler\Poodle cross breed to cock his leg on. How about this idea for a new game: SIMON BARRETT'S BIG NIGHT IN

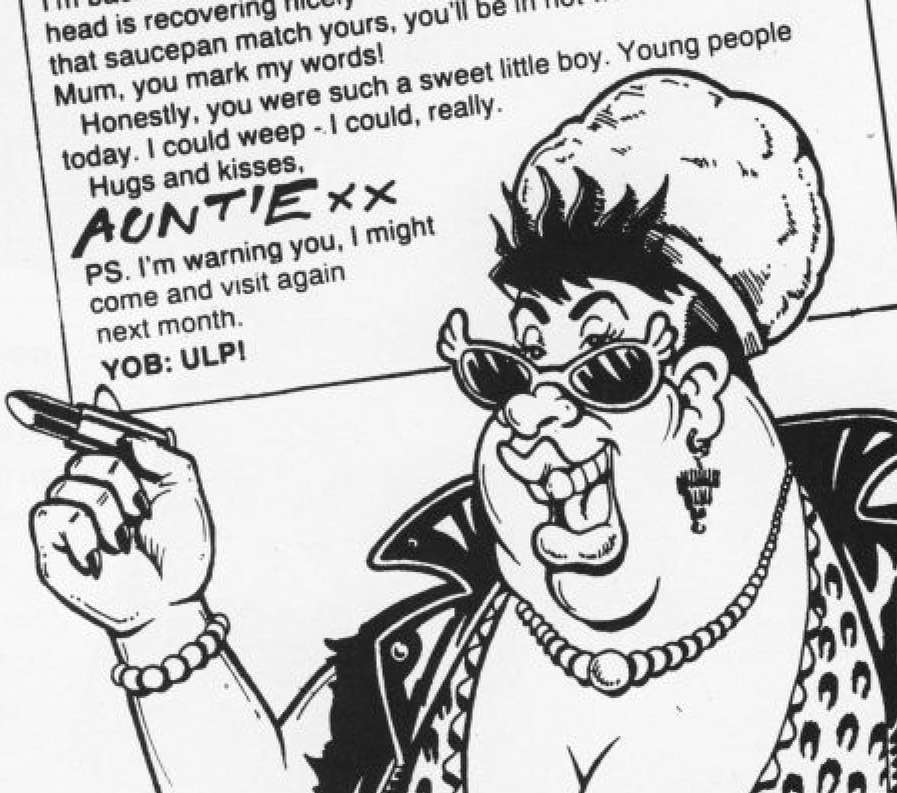


LEVEL ONE: Simon waits for his friends to come round and ask him out to the cinema or something.



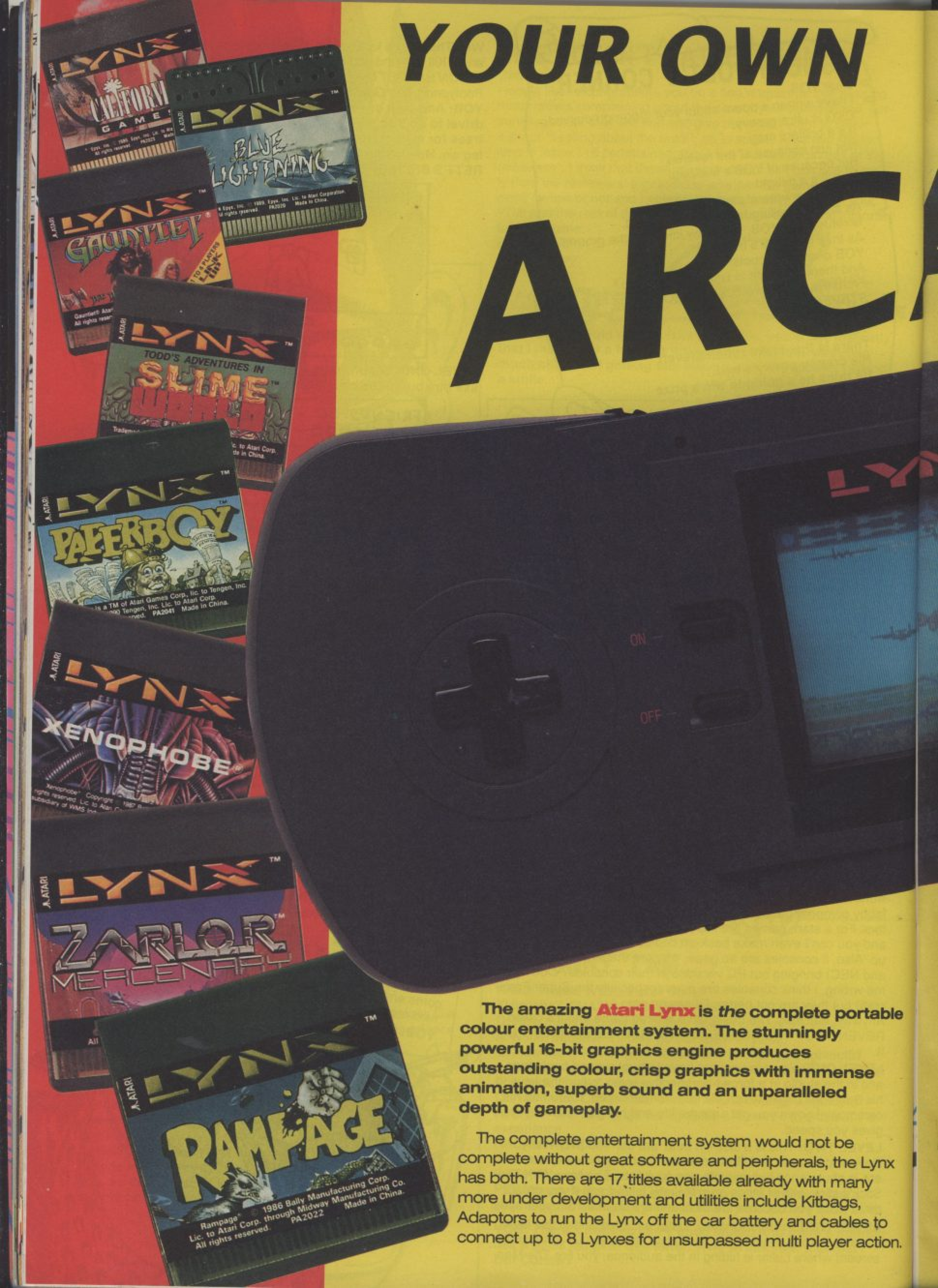
LEVEL TWO: Simon remembers he has no friends 'cos he's such a drip, so he stays in.
Good, eh?





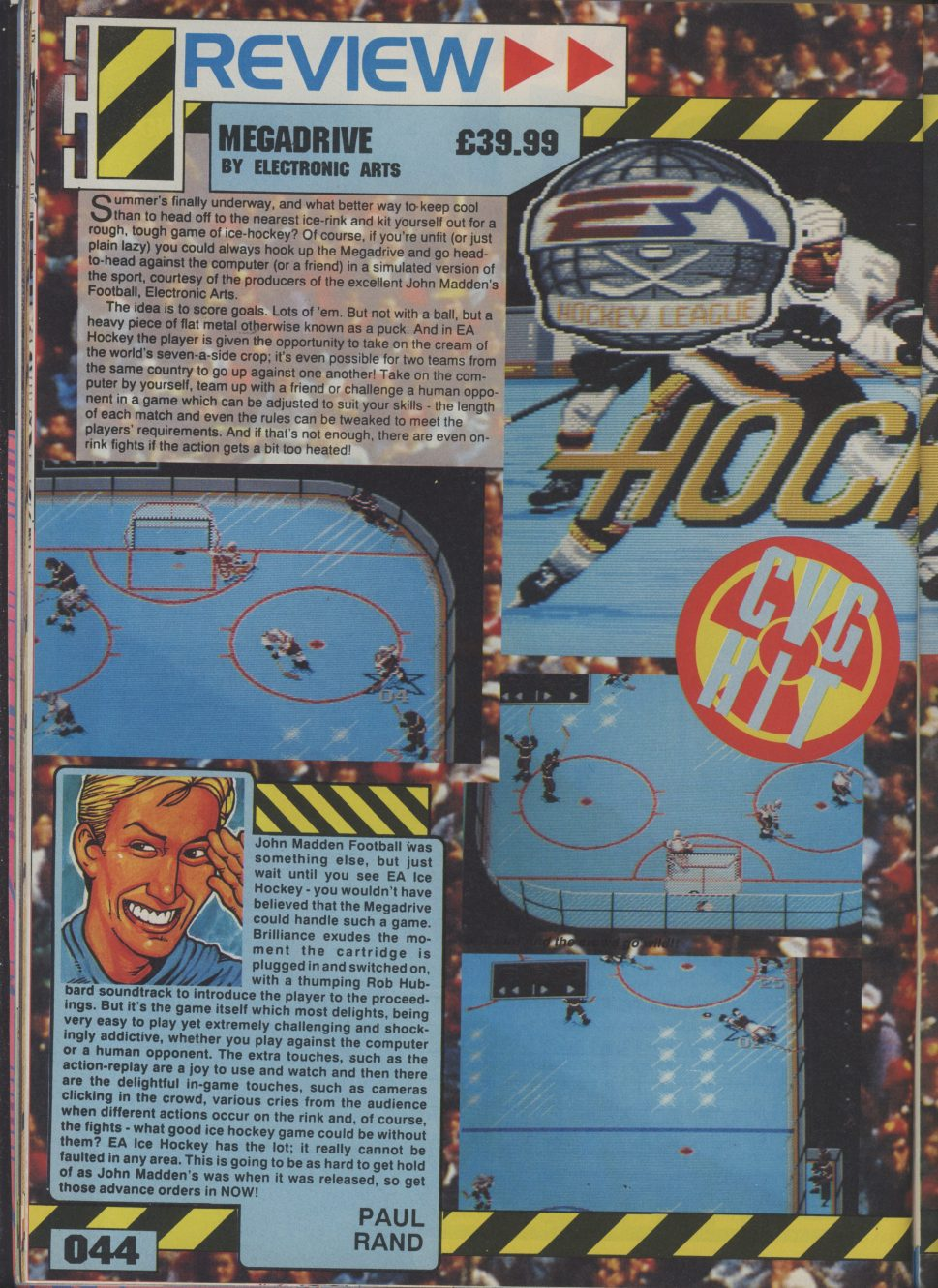
AUNTIE CLIMAX

Dear YOB,
I'm back in the Ronald Reagan ward at the Institution where my head is recovering nicely - no thanks to you! If the fingerprints on that saucepan match yours, you'll be in hot water when I tell your Mum, you mark my words!
Honestly, you were such a sweet little boy. Young people today. I could weep - I could, really.
Hugs and kisses,
AUNTIE xx
PS. I'm warning you, I might come and visit again next month.
YOB: ULP!



YOUR OWN
ARC
The amazing Atari Lynx is *the* complete portable colour entertainment system. The stunningly powerful 16-bit graphics engine produces outstanding colour, crisp graphics with immense animation, superb sound and an unparalleled depth of gameplay.
The complete entertainment system would not be complete without great software and peripherals, the Lynx has both. There are 17 titles available already with many more under development and utilities include Kitbags, Adaptors to run the Lynx off the car battery and cables to connect up to 8 Lynxes for unsurpassed multi player action.
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OPTION 2
Electrocop
GATES OF ZENDOCON
RoadBlasters
MS. PAC-MAN
SHANGHAI
RYGAR
ROBO-SQUASH
ROBO-SQUASH is a TM of Atari C
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MEGADRIVE £39.99
BY ELECTRONIC ARTS

Summer's finally underway, and what better way to keep cool than to head off to the nearest ice-rink and kit yourself out for a rough, tough game of ice-hockey? Of course, if you're unfit (or just plain lazy) you could always hook up the Megadrive and go head-to-head against the computer (or a friend) in a simulated version of the sport, courtesy of the producers of the excellent John Madden's Football, Electronic Arts.

The idea is to score goals. Lots of 'em. But not with a ball, but a heavy piece of flat metal otherwise known as a puck. And in EA Hockey the player is given the opportunity to take on the cream of the world's seven-a-side crop; it's even possible for two teams from the same country to go up against one another! Take on the computer by yourself, team up with a friend or challenge a human opponent in a game which can be adjusted to suit your skills - the length of each match and even the rules can be tweaked to meet the players' requirements. And if that's not enough, there are even on-rink fights if the action gets a bit too heated!

John Madden Football was something else, but just wait until you see EA Ice Hockey - you wouldn't have believed that the Megadrive could handle such a game. Brilliance exudes the moment the cartridge is plugged in and switched on, with a thumping Rob Hubbard soundtrack to introduce the player to the proceedings. But it's the game itself which most delights, being very easy to play yet extremely challenging and shockingly addictive, whether you play against the computer or a human opponent. The extra touches, such as the action-replay are a joy to use and watch and then there are the delightful in-game touches, such as cameras clicking in the crowd, various cries from the audience when different actions occur on the rink and, of course, the fights - what good ice hockey game could be without them? EA Ice Hockey has the lot; it really cannot be faulted in any area. This is going to be as hard to get hold of as John Madden's was when it was released, so get those advance orders in NOW!

PAUL RAND

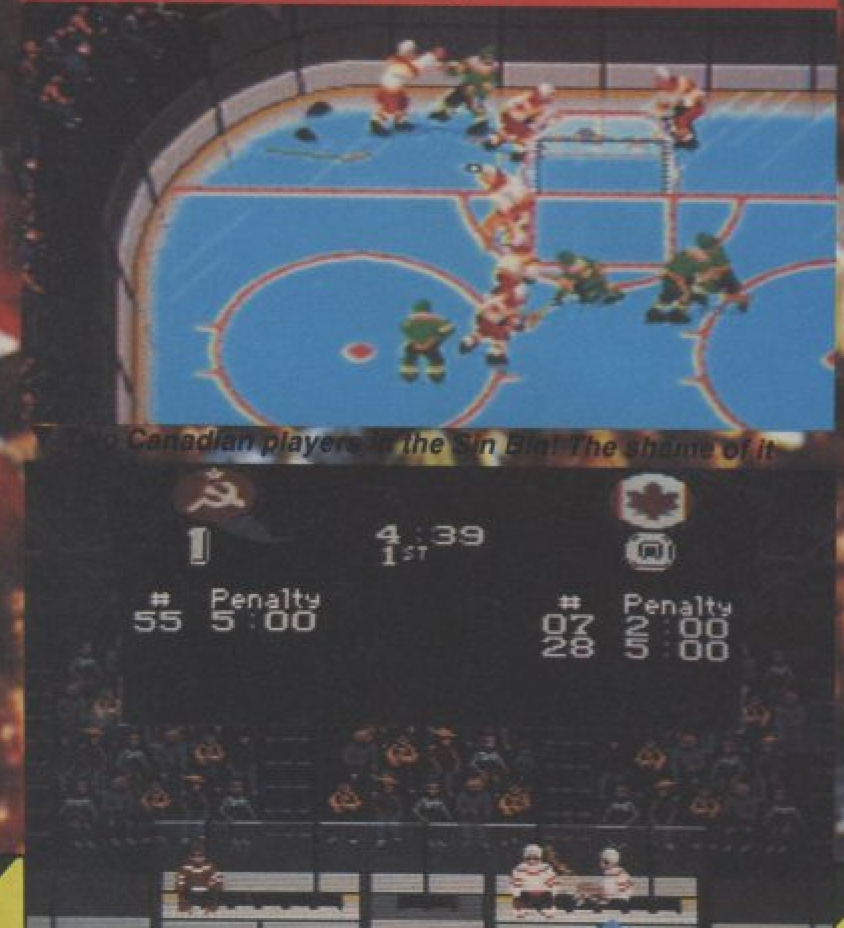
FOLLOW THE RULES...

...But only if you want to. EA Ice Hockey can be played according to the full game rules, complete with penalties and sendings-off (the disgraced player is sent to occupy the Sin Bin for two minutes), which adds realism but will appeal most to avid ice-hockey followers who crave such additions as it does tend to slow up the game. On the other hand, combatants can play with scaled-down rules, which helps playability (and speeds up the proceedings) no end!

... getting a bit too ... One good slappin' coming up.

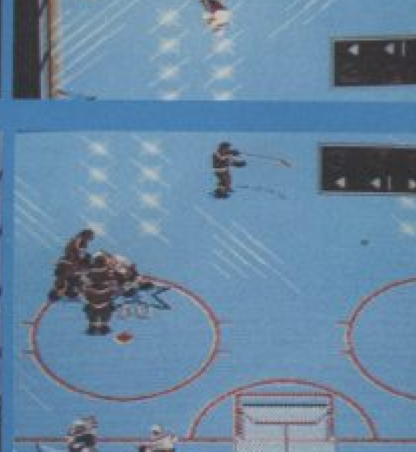
GO ON! KICK 'IM!

If you ever watch Ice Hockey on the TV, you've doubtless noticed the way a few friendly nudges can erupt into full-scale war within a matter of seconds. EA have captured this, one of the best parts of the real game, perfectly. The players pull off their helmets, throw their sticks to the floor and ice hockey is completely forgotten about until one or the other is sprawled across the ice. If only we had that in footy, eh?!



... Canadian players in the Sin Bin! The shame of it





PLAY IT AGAIN, SAM

One of the most impressive features of EA Ice Hockey is the Action Replay. It works like a VCR, with controls for fast rewind, slow forward and play. This means that, even though the action moves at such a cracking pace, those hotly-contested goals can be replayed over and over again, and any arguments quickly ironed out - that's the theory anyway, it still doesn't help stop heated exchanges over whether that last shot was an own-goal or not (it was a boon to our taking of screenshots, however)!



▲ Another superb goal and Canada steps up!

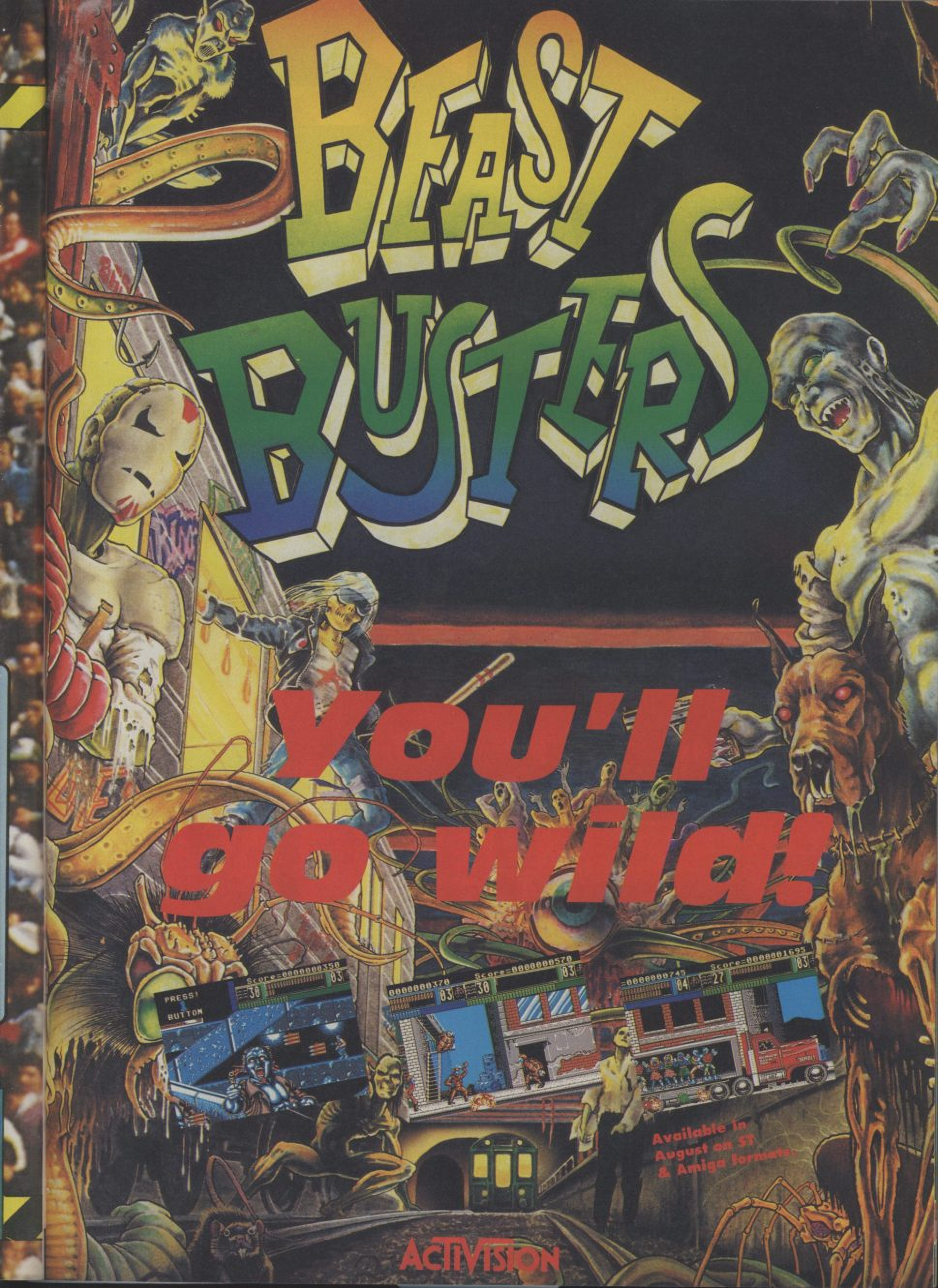
▲ The Canadian bench see their team-mate flattened!

It looks like Electronic Arts are fast becoming the masters of Megadrive sports sims. After John Madden Football, PGA Tour Golf and Lakers Vs Celtics they've worked their magic on ice hockey and produced a game that is just as playable and exciting as their past hits. What makes EA Hockey so good is the way it perfectly recreates the speed and extreme violence of the actual sport. There are players flying everywhere, and the addition of a little punch-up subgame is a great idea - that way at least you can win on fight victories, if not on goals scored! EA Hockey is one of the most action-packed sports game available for the Megadrive, so whether you're a sports fan or not this one is absolutely unmissable!

PAUL GLANCEY

MEGADRIVE

GRAPHICS	96
SOUNDS	92
PLAYABILITY	93
LASTABILITY	95
OVERALL	95



BEAST BUSTERS
You'll go wild!
PRESS! BUTTON
Score=000000350
Score=000000570
Score=000001695
Available in August on ST & Amiga formats
ACTIVISION

REVIEW

AMIGA £25.53

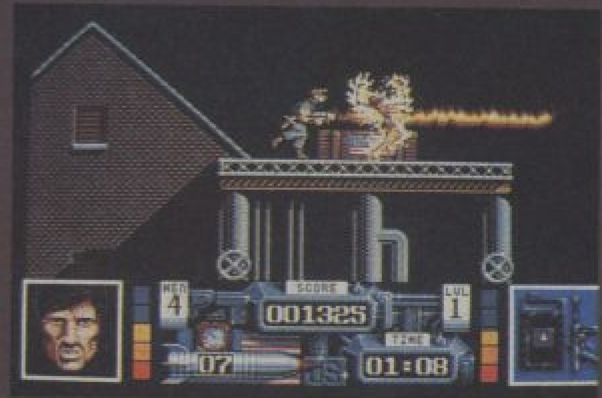
BY OCEAN

They're the SEALS - Sea, Air, Land. America's version of our own SAS, and almost as hard, too. Trained in covert action behind enemy lines, their role in the Gulf War ensured a far simpler time for the regular fighting forces.

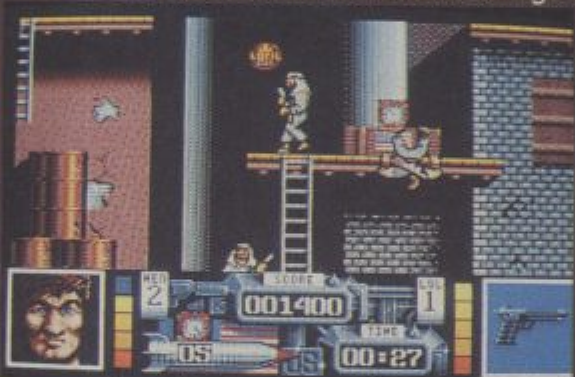
In this game of the film, a US forces chopper has been shot down somewhere over the Gulf of Oman, and the SEALS have been called into action to rescue the stranded crew. And, seeing as they're in the vicinity, they've also been given, as a secondary mission, the task of storming the streets of Beirut in order to destroy a rumoured stockpile of Stinger missiles. What this boils down to is an eight-level shoot and collect 'em up across various multidirectional scrolling areas, with the player planting detonators, killing Arabs and generally getting up to all kinds of covert shenanigans.







▼ The SEAL plants his bomb and swings downward. ▲ Phwoar! Kentucky-fried terrorist!





UPDATE

Navy SEALs has been knocking around since Christmas on 8-bits (including the GX-4000 console). This Amiga version has been released alongside an Atari ST version which also costs £25.53.

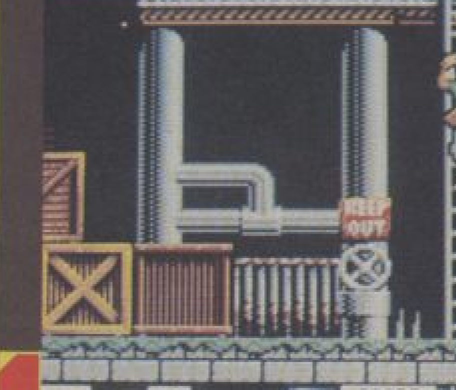
FIGHTING FIT

Being one of the world's most advanced fighting units, the Navy SEALS have to be supremely fit, and the character which you control in the game is certainly that. Not only can he run around non-stop without getting out of puff, he can climb over boxes, jump from ledge to ledge, haul himself up onto platforms and shimmy along walkways to somersault up and take out those tea-towel-wearing fiends!



It's difficult to find the words to describe Navy SEALS - although I suppose "rubbish", "abysmal" and "blooargh" would fit the bill. It's so frustrating to play; the controls themselves are unresponsive, but even worse, the main character runs so close to the edge of the screen that he all too often runs straight into a terrorist and is gunned down without even being given the chance to duck! Not only that, but the game is bugged! Yes, hard to believe but true. I was climbing down a ladder, got to the end and attempted to jump off, but my chap was having none of that! No, the SEAL continued climbing down the wall, Spiderman fashion, until he fell into the control panel! About the only good point in the entire product is the animation of your soldier, but that's one healthy point in an otherwise terminally ill piece of software.

PAUL RAND







Charlie Sheen prepares to kick butt in the movie.

THE FILM OF THE GAME

Orion Pictures produced Navy SEALS (the movie) which is currently on general release, rated 15. It stars Charlie Sheen, Michael Biehn (who also played a SEAL, albeit a loopy one, in The Abyss) and the love interest is provided by everyone's favourite nurse, Joanne Whalley-Kilmer.

Alas, Navy SEALs is not one of Orion's best flicks, and it's been panned by critics both in Britain and across the pond. Word also has it that the release of the film was originally scheduled for last Christmas, but was promptly postponed until the conflict with Iraq was over, for fear it might upset our Middle Eastern allies. Don't mix politics and film-making, that's what we say.

"Practise all of the available moves until you can use them instinctively," it says in the instructions. "How the hell can you use them instinctively when the controls are extremely unresponsive?" it says in my review. Perfect control is essential in this game, firstly because the terrorists are crack shots, and secondly because the time limits are very strict and if you can't swing down when you want to, you have to take extra time to find a long way round or fall off and risk instant death from a sprained ankle. The frustration this creates makes Navy SEALS far too annoying to keep you playing to the end of the game. Also, it's high time Ocean did something new with their film licences because this platform format of theirs was tired out last Christmas. That and all the other problems conspire to make this a game which is seriously second rate, and which I'd advise you to steer clear of.

PAUL GLANCEY

AMIGA

GRAPHICS	80
SOUNDS	71
PLAYABILITY	48
LASTABILITY	40
OVERALL	45

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VALUE 100%

You won't have more fun for your money!

OVERALL 101%

Highly recommended. You can't beat it!

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COMPUTER TRADE WEEKLY

ELSPA.

THE EUROPEAN COMPUTER ENTERTAINMENT SHOW 1991

GAME B

our
600820.
and 34p

LAW!

MEGADRIVE (UK) £34.99
MEGADRIVE (IMP) £34.00

The aliens are coming! The aliens are coming! Call out the National Guard! Too late - they've landed, grown from their spores and are busy feeding their faces on the population of the Earth. Stunned by the speed of the attack, the armed forces are taken completely by surprise and are reduced to a mass of goo by the extra-terrestrial invaders. A storm is brewing, and there's no place for weathermen...

But three heroes survive to fight the good fight, take on the seemingly impossible task of defeating the aliens and hopefully win through, for the sake of the world (and a fat pay rise if they do the job well!).

Cut a swathe through the nine levels of cosmic calamity, pitting your wits and massive weaponry against some of the ugliest creatures ever to grace a console screen. Use those armaments sparingly, though; they have a tendency to run out just as a sprawling, alien guardian is about to zap you with a bolt of interstellar laser energy!







This was obviously going straight down the road to mega-gamedom when - WHOOPS! - something went drastically wrong and the finished product turns out to be about three-quarters as good as it could have been. The game *looks* stupendous, and the gameplay is just as good, but there's just not enough of it! The levels are over very quickly, and before you know it you're zapping the UFO in the last mission. Even with the game set on the hardest possible level (single player mode, rapid-fire off and HARD energy level and game difficulty) Alien Storm presents little lasting challenge to anyone more skillful than a sedated pineapple. It's sufficiently playable to keep you coming back after you've finished, but not for very long I'm afraid...

PAUL GLANCEY





Alien Storm on the Megadrive is a graphical spectacular, with wave upon wave of ugly alien baddies eager to have a go at your character. Great attention to detail, combined with smooth animation of all the sprites, makes Alien Storm a real eyecatcher. Just like the Golden Axe conversion, this cart actually goes one better than the original coin-op by introducing two brand new levels to attempt, adding value for money. At least it would do, were the game not so incredibly easy - I reached level seven on my first go, and I wouldn't exactly call myself the world's greatest shoot 'em up expert. Alien Storm is a fun blast, right enough, but if long-term shoot 'em up frolics are what you're looking for, I'm afraid you won't find 'em here.

PAUL RAND

MEET THE TEAM!

Although the coin-op allowed simultaneous, three-player thrills 'n spills, this Megadrive conversion only caters for two. However, all three original heroes are still there to choose from - here's who they are:

GORDON

Big and butch, like a real alien ass-kicker should be. Packs an impressive laser cannon - trouble is, it's a short-range weapon, which puts our lad in easy reach of enemy attack!





SPECIAL WEAPON: LASER AIRSTRIKE



STORM-TROOPERS ONE-ON-ONE

Like the Megadrive Golden Axe conversion, Alien Storm has the bonus feature of a one-on-one battle between two human players - or at least, the Japanese version does. The Official English game features a single player battle against a pair of alien beasts. When the first two are beaten, up pop two harder monsters to slay, and when those two are gone...

KALRA

Kalra is all woman - until she straps on her flame thrower and goes off in search of all manner of intergalactic adversaries. Then she shows just how tough a girl can be!

SPECIAL WEAPON: BALLISTIC MISSILE

SCOOTER

He may be a robot, but this towering hunk of tin can show those bad guys a thing or two when it comes to wielding his frighteningly effective laser-whip!

SPECIAL WEAPON: SELF-DESTRUCTO-TRON

ALIEN FOODSTUFF IMPERSONATORS FROM HELL!!!

The variety of alien scum to be found in Alien Storm is immense, and ranges from jelly monsters hiding under trashcans to a creature which looks like a cross between a spider, a brain and Freddy Krueger! And if that's not weird enough for you, wait until you clap eyes on the main level seven baddy - it looks just like a kebab!!!

THANKS

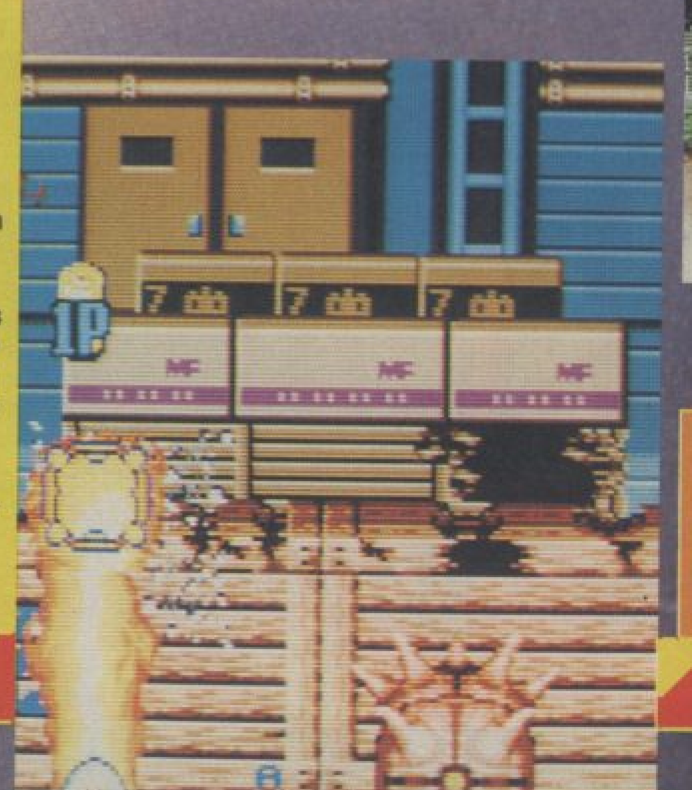
Thanks to Console Concepts (0782 712759) for the loan of the import review cartridge. The official game should be available from Sega as you read this.

ON THE RUN

Twice in the game, the troopers have to leg it along a highway which is under alien occupation! The bad guys swarm on from all sides, but keep your trigger finger pumping and watch the off-world slime fly!

SHOOT DOWN THE SHOPS, LUV!

Somewhere in each level a cry for help comes from behind a a door! Walk through and the action changes to an Op Wolf-style subgame to find extra energy for your special megaweapon. This is done by blasting the scenery (as well as the aliens behind it) to uncover energy pods. If you're REALLY lucky, you may even find the odd first-aid kit too. Places to trash include a supermarket, TV shop and even a brain research laboratory!





MEGADRIVE

GRAPHICS	91
SOUNDS	83
PLAYABILITY	88
LASTABILITY	62
OVERALL	78


R-TYPE
II
THE FIRST WAVE WAS EASY.
THE SECOND WILL DROWN YOU.
Emergency News Bulletin 07.63.... Attention all Starfighter pilots....The evil Bydo Empire is out for revenge.... Stronger, faster and more dangerous than before....the attack waves have started....a remodeled "R-9" Starfighter is armed and ready for you....proceed to the battlefront immediately....the nightmare has returned....
Available in September on ST & Amiga formats.
ACTIVISION

NINTENDO **£34.99**

BY NINTENDO

The President has a big problem. Someone has tapped into the country's defence computer network and rearranged the code, making it impossible for the Pentagon to control its nuclear arsenal. Needless to say, the White House is at crisis point, but there may be one hope - The Image Transfer System. A revolutionary new machine, this is capable of transforming the human mind into binary code, allowing a person to travel inside a computer and check programs first-hand. This system is required now, but there is one small problem; the ITS is completely untested, and the scientists have absolutely no idea what happens to the user once inside a circuit board.

Enter one Colonel Scott O'Connor, crack soldier and crazy kinda guy. Crazy because he's volunteered to be guinea pig and allow himself to be transported into the defence system. And this is where the game starts, with O'Connor finding to his relief that the only real side-effect is that he assumes the appearance of a Kabuki player.

Kabuki, as if you didn't know, is a an exuberant Japanese theatrical style, and O'Connor's transformation is adequately explained by the fact that his granddad was a famous Kabuki actor. Makes perfect sense to us.

The thing about Kabukis, though, is that they have extremely long hair, and O'Connor can use his new mystical mop to whip the bugs which are ransacking the defence code. So, running, whipping, shooting and swinging around platforms is the order of the day as each level of the computer's defense system is negotiated. Blocking the exit from each stage is a guardian who is especially tough, but if O'Connor can destroy him he is rewarded with an extra weapon before he enters the next level.







CHIPS WITH EVERYTHING

Not only can O'Connor punch and whip baddies, he can also blast them with his microchip-controlled gun. The chip only has a limited amount of energy though, and must be topped-up with power from blatted beasties when it runs out. Quite weak at the beginning of the game, it's powered up at the start of each level to provide unstoppabullets, and a three-way fusion cannon!



Like Paul, I wasn't too keen on this to start with. The smart graphics and the animation on Mr Wig made it look nice, but it was just soooo difficult! A bit of perseverance taught me the error of my ways though, and after a half-hour's play I was hooked. The programmers obviously know their stuff, but I'm a little concerned about whoever came up with the plot. As if being beamed into a computer gone haywire wasn't bad enough, the Colonel is also transformed into a traditional Japanese actor, just because his granddad was one?! Still, it doesn't stop this from being a topper game, which should give real Nintendo hards a run for their money.

PAUL GLANCEY

UKI TUM TER





▲ *Climb the ladder then spin-jump onto the platform on the right.*

BUG-ER ME, BOB!

The bugs that inhabit this computer system cannot be destroyed by a re-write, which is why our hero is in there in the first place. Take on big-eyed bouncy spacemen, squat, flying crocodiles and even giant fleas! Some of the enemies carry power-ups, giving O'Connor either a dose of life energy or a supply of power for the gun - and you'll need them both if you want to get anywhere in Kabuki.

◀ *So that's a Kabuki...*



Kabuki (or Ninja Wig, as it's affectionately known as in the CVG office!) is the latest in a long line of horizontally scrolling beat 'em ups to grace the NES and, to be honest, it's not really too bad. The graphic style is reminiscent in some small way of Batman, with dark, moody colours throughout the game. To begin with, I wasn't too keen on this one; to me it was just another addition to a genre which was beginning to wear very thin anyway. But I played a bit more, was irritated by the difficulty setting (Kabuki is a toughie, let me tell you), went away for half an hour, came back to it, got a bit further, and was pleasantly surprised when I found I was beginning to enjoy it! A couple of niggling points, though; for one the ludicrous storyline which basically tells us that being beamed into a computer turns you into a hippy - do me a favour - and there's the horrible, grating music which was obviously composed by a tone-deaf masochist! My advice is to buy the game, turn the volume down and stick at Kabuki, because in the long-run you'll not want to leave it alone.

PAUL RAND



▲ *Don't let go or you'll end up in the water!*

These heads are hell to get rid of. ▶



NINTENDO

GRAPHICS	85
SOUNDS	53
PLAYABILITY	79
LASTABILITY	84
OVERALL	82



AMIGA **£30.99**

BY CORE

It's the near future, and the world is not a very pleasant place to live in. Conflict rules the day, and the politicians are powerless to put an end to it. The time has arrived to call upon the pure, destructive power of the AH-73M Thunderhawk, the most advanced military helicopter available. Built to withstand heavy attack and carry a wide range of different weapons, the Thunderhawk is a last-resort piece of hardware, a line of defence to bring into play when all else fails. Become the pilot of this awesome flying mission and enter six distinct theatres of war, each one encompassing ten missions. Use the kit available to complete each mission, then make a speedy return to base to grab a few minutes of shut-eye before the next outing.

Like Microprose's F15 Strike Eagle II, AH-73M Thunderhawk can be best described as an "arcade-simulation", as it too dispenses with the need to press untold amounts of keys, opting instead for simpler controls and faster action. After the long, animated introductory sequence, the screen switches to a view of the war-room, from where the player selects the desired battle theatre. Following a briefing by the Commander-in-Chief, which includes a short polygon-generated film sequence of the current mission, the player is then taken to the hangar in which the Thunderhawk sits, waiting to be loaded with suitable weapons. After which, it's up, up and away and into the thick of the battle.

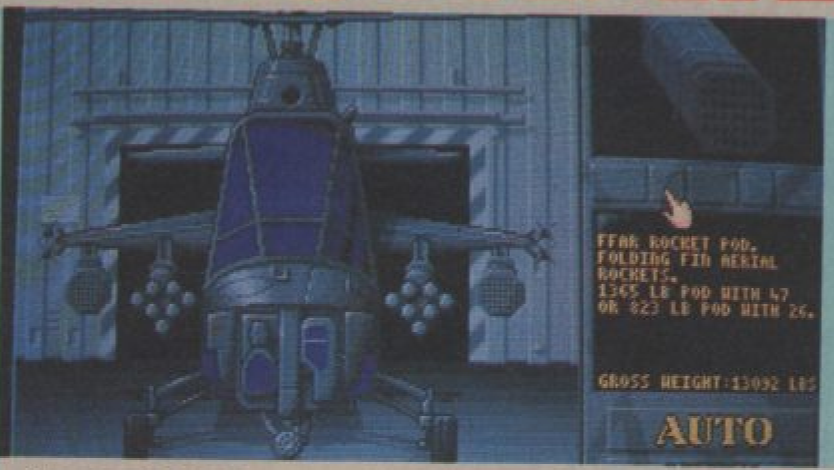




AH-73M THUNDERHAWK

Being a flight-sim buff who felt that F15 II could have been so much better with a horde of keys to wrestle with, I approached AH-73M Thunderhawk with some reservations - reservations which went completely out of the window once I'd grabbed hold of the mouse and got stuck into a mission! The most noticeable aspect of this game is the speed. Core have produced a product which is breathtakingly smooth and fast, even more so than Microprose's recent crop of combat flyers. That said, Thunderhawk is lacking in the ground objects department, but to be fair, the action is so intense the player has little time to sit back and admire the view. A lot of work has gone into the front-end too, not least the imaginative animated introductory sequence which sets the tense scene for the main game perfectly. Thunderhawk reminds me of the Air Inferno coin-op, and perhaps that's why I enjoyed it so much - I loved the all-round fluency of that game, and Core have managed to capture the same feel in their title. Sticking to a rigid set of missions instead of randomly generating them as most flight games do, Thunderhawk may not have the same long-term pull as F15 Strike Eagle II, but with sixty difficult, atmospheric sorties to fly, there's enough to keep the most ardent fly-boy up in the air for quite some time.

PAUL RAND



WATHER WONDERFUL WEAPONS

Being a future chopper, the Thunderhawk can utilise a far greater range of weaponry than more conventional helicopters. Here's just a selection of what's available:



30mm CHAIN GUN - Forward mounted, unguided: must be aimed by pointing crosshair at target.



▲ A Frogfoot starts shooting... ▼ ... and hits! Urk!

3M
RHAWK

CVG HIT

HUDS-ON-HAWK

Like all good flight games, AH-73M Thunderhawk is equipped with a detailed Head-Up Display or HUD, showing at a glance such important information as speed, altitude and heading. Not only that, but the HUD is also vital for the targeting of enemy vehicles and aircraft - and if you can't do that, you may as well high-tail it out of the battle zone and have the chopper repaired to fight another day.

1.25" FFAR - Stands for Folding Fin Aerial Rockets. Unguided, with a maximum range 1.8km, but greater accuracy at shorter range.

AIM-10B - Air-to-air guided missile, maximum range 24km.

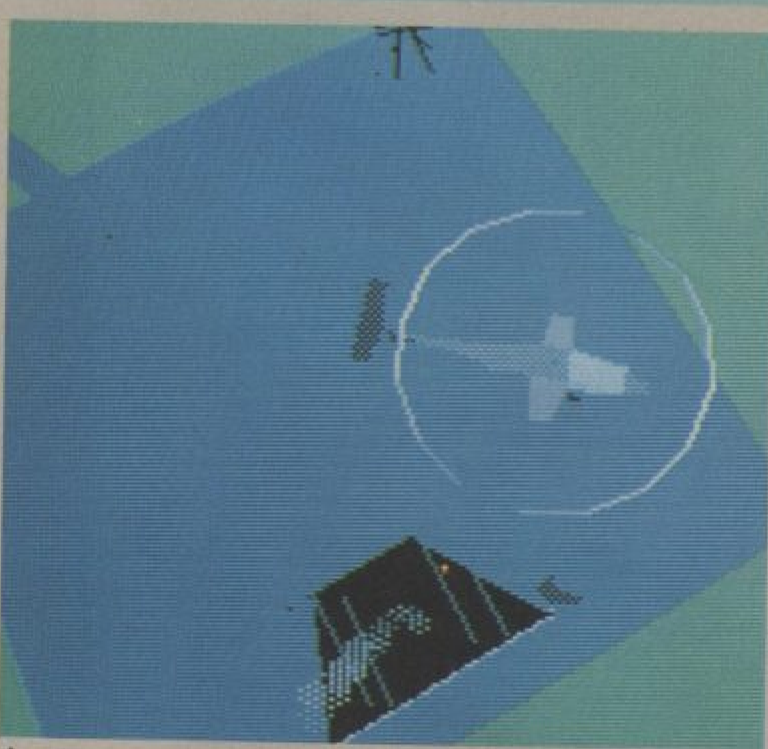
AGM-214 - Nicknamed the Buster, a 6km range anti-tank missile.

SMARM - Acronym for SMart Anti-Radar Missile, locks onto radar signatures from a range of up to 35km.

AH-73M THUNDERHAWK



▲ *Don't hit the oil rigs*



▲ *BAVOOMA! The power station takes a direct hit!*



UPDATE

The Amiga version of Thunderhawk is to be joined by an ST version (also £30.99) and a PC version (£34.99). Both should appear at the same time as the Amiga game.

SIMULATION WITHOUT THE FUSS

Being an arcade simulation, much of the fiddly stuff normally found in conventional sims has been dispensed with. For instance, no need to turn on various engines and up-throttles from the keyboard whilst battling to keep the chopper from spinning wildly - all speed and movement is controlled with the mouse only. In fact, the only keypresses required are to switch on IR and radar jammers, activate nightsights, switch camera modes and alter outside views!



When it comes to helicopter games, I AM the most ardent flyboy! I've been waiting excitedly for Electronic Arts to release an ST or Amiga version of LHX Attack Chopper only to be disappointed, but this is just as good, if not better! It doesn't have such an ultra-realistic simulator feel to it, because of the simplified controls and the heavily beefed-up weapons, but these features make it much easier to get into and therefore more fun to play. The graphics are simply superb - not as fast and smooth as the vacuous F-29 Retaliator, but more than adequate - and the fading light on the twilight missions is very effective indeed. The sounds are equally spectacular, and I'm not just talking about the brilliant rocket, gun and explosion effects, either - the animated intro, as well as looking good is full of excellent speech! This is one of the best Amiga air combat games I've seen, so even though it's not the cheapest it's got to be bought!

PAUL GLANCEY







AMIGA

GRAPHICS	90
SOUNDS	85
PLAYABILITY	93
LASTABILITY	88
OVERALL	90

SEGA

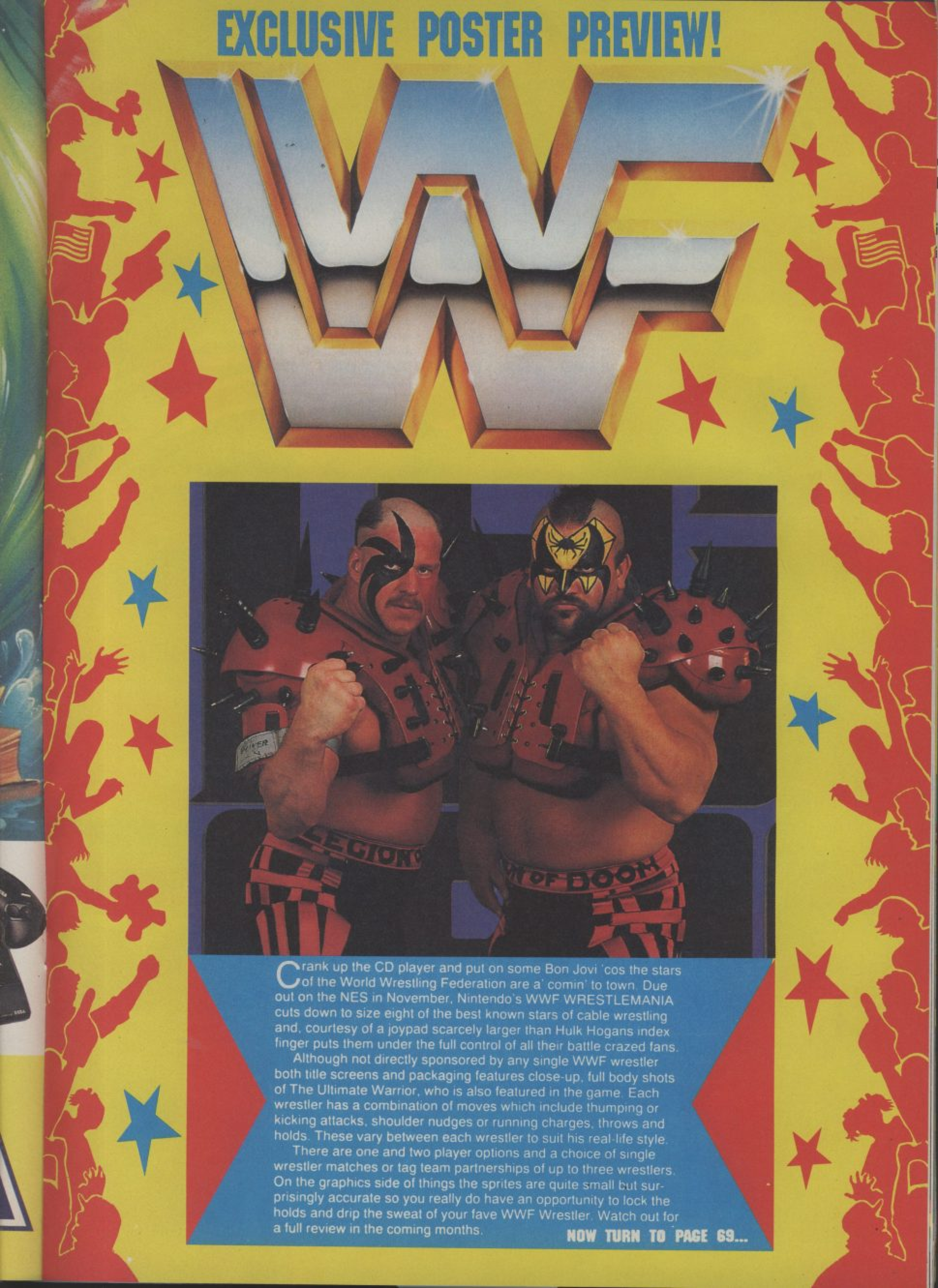
MEGA DRIVE

FANTASIA

Mickey's back! In an all new adventure inspired by the Walt Disney classic film *Fantasia*. As the Sorcerer's Apprentice Mickey must find out who has stolen the Sorcerer's music and recover the lost notes so the music can play again. In this sequel to *'Castle of Illusion'* Mickey has a few more tricks up his sleeve, flying books will give you magical powers! You may use your stored up energy in tiny or huge blasts of magical force. Use it wisely or suffer! *Fantasia* utilizes the colour capabilities of the *Mega Drive* to the max – wonderful graphics, superb animation and fantastic musical score – **Twenty awesome levels, you'll never look back!**



EXCLUSIVE POSTER PREVIEW!



Crank up the CD player and put on some Bon Jovi 'cos the stars of the World Wrestling Federation are a' comin' to town. Due out on the NES in November, Nintendo's WWF WRESTLEMANIA cuts down to size eight of the best known stars of cable wrestling and, courtesy of a joypad scarcely larger than Hulk Hogans index finger puts them under the full control of all their battle crazed fans.

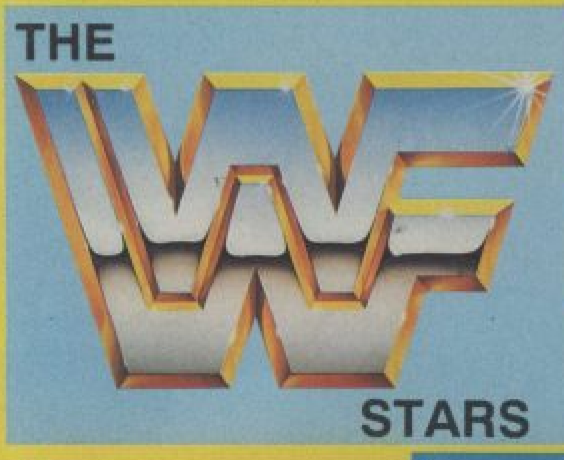
Although not directly sponsored by any single WWF wrestler both title screens and packaging features close-up, full body shots of The Ultimate Warrior, who is also featured in the game. Each wrestler has a combination of moves which include thumping or kicking attacks, shoulder nudges or running charges, throws and holds. These vary between each wrestler to suit his real-life style.

There are one and two player options and a choice of single wrestler matches or tag team partnerships of up to three wrestlers. On the graphics side of things the sprites are quite small but surprisingly accurate so you really do have an opportunity to lock the holds and drip the sweat of your fave WWF Wrestler. Watch out for a full review in the coming months.

NOW TURN TO PAGE 69...


COMPUTER
+ VIDEO
GAMES


WWF



FORMAT
NINTENDO

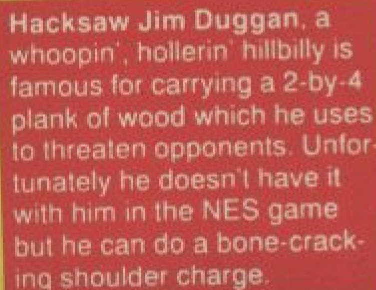
RELEASE
NOVEMBER

PRICE
£ 29.99

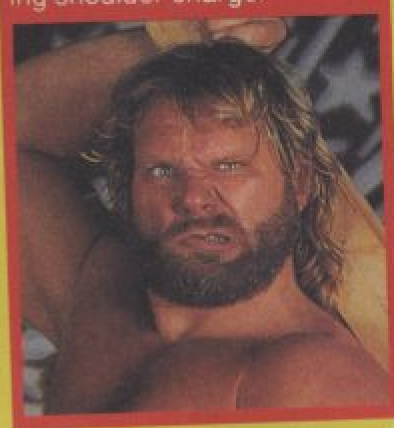
Yourself. The dark horse of WWF wrestling and a complete unknown, players who don't like any of the real pros on offer can opt to play using a generic wrestler with a selection of moves taken from the other characters. Watch out though you could end up looking like a real wimp.



"The Macho King" Randy Savage is a sly old devil and is famous for his underhand method of wrestling. C+VG's very own macho man Paul Rand(y) hotly disputes his title of "King" and has reportedly challenged him to a game of Kick-off to get it for himself.



Hacksaw Jim Duggan, a whoopin', hollerin' hillbilly is famous for carrying a 2-by-4 plank of wood which he uses to threaten opponents. Unfortunately he doesn't have it with him in the NES game but he can do a bone-cracking shoulder charge.





Brutus "The Barber" Beefcake managed, single handedly, to make a serious case of sunburn a smouldering hot fashion statement. An expert at using the sleeper hold, which is included in the game, he used to have a penchant for giving vanquished wrestlers terrible haircuts.



Ravishing Rick Rude is a moustacioed muscle maniac who comes to professional wrestling with a vast array of dirty tricks and dastardly maneuvers, a few of which are reproduced in the game. If you feel like controlling someone with a bad reputation, Rick won't disappoint.

Big Boss Man the law enforcer is, along with Andre the giant one of the heavyweights in the game. Dressed as a cop and twice as mean as a Police Doberman, if Boss Man lands on your wrestler you can forget about it!



No WWF game would be complete without World Champion **Hulk "Hulkster" Hogan** and Hulka-maniacs won't be disappointed with this one 'cos the great, sweaty leviathan makes a grand appearance and is, as usual, capable of anything. Beware of his backward throw/hold.



Andre The Giant, occupying almost half of the ring, is moanin' and a' groanin' and just spoilin' for a fight. Andre is a WWF old timer but he can really be any thing he wants because this man-mountain is a real mean machine. Watch out for his shoulder nudge - it's a real knock out.

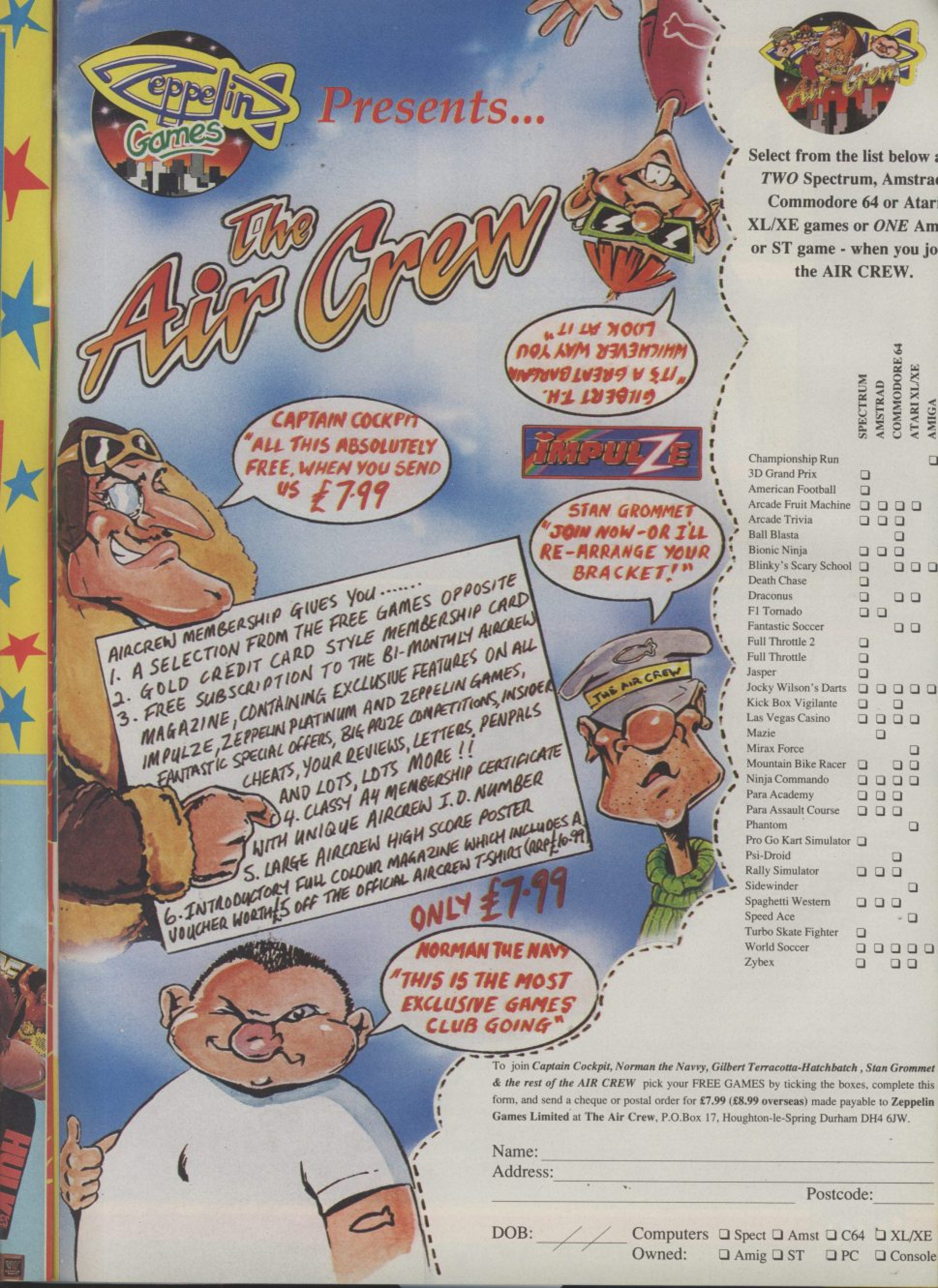


The Ultimate Warrior is the most mystical and potentially dangerous member of the World Wrestling enclave and has been one of the strongest challengers to Hulk Hogan's long possessed and rarely lost World Championship belt. Strong and fast The Warrior is a good choice.

ALL THAT GEAR

If you think NFL American Football merchandising is big business with T-shirts, footballs and rubber helmets available in almost every High Street shop wait 'till you get a load of the WWF merchandise; wrestling dolls, colouring sets, life size posters, baseball caps and headbands exist for all of your favourite WWF heroes in the WWF Catalogue. If you're interested, check out the official WWF magazine, it's published in the U.S. but is available in your local WHS.




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3D Grand Prix	❑				
American Football	❑				
Arcade Fruit Machine	❑	❑	❑	❑	
Arcade Trivia	❑	❑	❑		
Ball Blasta			❑		
Bionic Ninja	❑	❑	❑		
Blinky's Scary School	❑		❑	❑	❑
Death Chase	❑				
Draconus	❑		❑	❑	
F1 Tornado	❑	❑			
Fantastic Soccer			❑	❑	
Full Throttle 2	❑				
Full Throttle	❑				
Jasper	❑				
Jocky Wilson's Darts	❑	❑	❑	❑	❑
Kick Box Vigilante	❑		❑		
Las Vegas Casino	❑	❑	❑	❑	
Mazie		❑			
Mirax Force				❑	
Mountain Bike Racer	❑		❑	❑	
Ninja Commando	❑	❑	❑	❑	
Para Academy	❑	❑	❑		
Para Assault Course	❑	❑	❑		
Phantom				❑	
Pro Go Kart Simulator	❑				
Psi-Droid			❑		
Rally Simulator	❑	❑	❑		
Sidewinder				❑	
Spaghetti Western	❑	❑	❑		
Speed Ace				❑	
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ALL FORMATS

JAMES POND

Bubble-0-seven, licensed to gill. He's James Pond, underwater agent, and "water" fabulous players guide, sent in by Manchester's very own Mark Davies.

SECRET ROOMS: There are three types of secret room. To enter one you must go through the holes which you find in the seabed. If you leave a secret room and re-enter it becomes a bad room.

GOOD ROOMS: These contain bonus point items and sometimes starfish. In later levels, they contain super bonus icons.

BAD ROOMS: These contain enemies and bonus letters.

NEUTRAL ROOMS: Contain large chests which, when touched, release a number of items - some good, some bad - which can be picked up.

COLLECTING LETTERS: All bad rooms contain letters. You receive 50 points for collecting letters. These letters make up a name. Whenever you return home you will find that the letters which have been collected are glowing. When all the letters in a name are collected you receive a bonus of 10,000,000 points. All the letters can be collected up to three times.

MUSHROOM TRANSPORTERS: All mushrooms transport the player to another area within the present level. Swim into a mushroom to activate it. The two types of mushroom are...

MUSHROOM TO MUSHROOM: Allows you to transport from one to another. Very useful to get to inaccessible places or to help skip sections of the map where a large amount of items would otherwise have to be found and ferried through.

DROP-OFF TRANSPORTERS: This type of mushroom will not do anything until you have successfully dropped off an item for a mission in the same section as the mushroom. Then, whenever you use the mushroom, you will be transported to the place where you droppped the last mission item.

SWITCHED WALLS: Most switched walls have a twin wall elsewhere in the same section. By touching the switch (a small, red bobble on the seabed or a ledge) you will hear a sound which indicates that one of the walls have disappeared and another has appeared. The walls can be toggled on and off.

ALTERNATING WALLS: Most alternating walls also have a twin wall feature. One wall will automatically appear and its twin will disappear at regular intervals.

DISAPPEARING WALLS: The can only be found above water and will disappear when you try to jump on them.

APPEARING WALLS: These can also be found above water only and will appear out of thin air if you touch it.

OYSTERS: Oysters can be found on certain missions. When you touch one it will follow you and kill up to eight enemies. It cannot leave the section in which it was found.

EXTRA ENERGY GRUBS: Grubs bounce up and down. Energy is gained if you touch the grub whilst it bounces upwards.

MAD SCIENTISTS: These teleport out of thin air. They always teleport to where you were a few seconds before it appears, so it is advisable to keep on the move. Scientists only appear on levels 11 and 12.

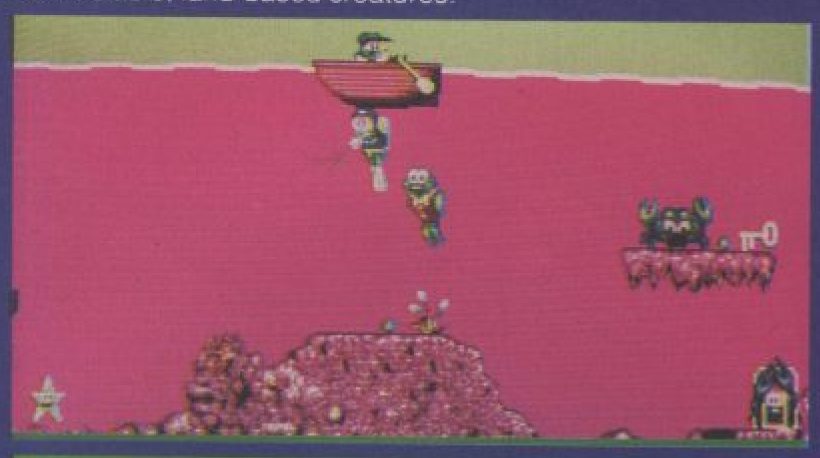
JELLYFISH: Found on missions four, six and ten. You will need special x-ray sunglasses to see them.

PELICANS: A pelican crossing (?!) can be found on missions two and five, just above the surface of the water. If you stay too close to the surface, the pelican will swoop down and attempt to pick you up. He will then drag you through the air for a short time before dropping you back into the water.

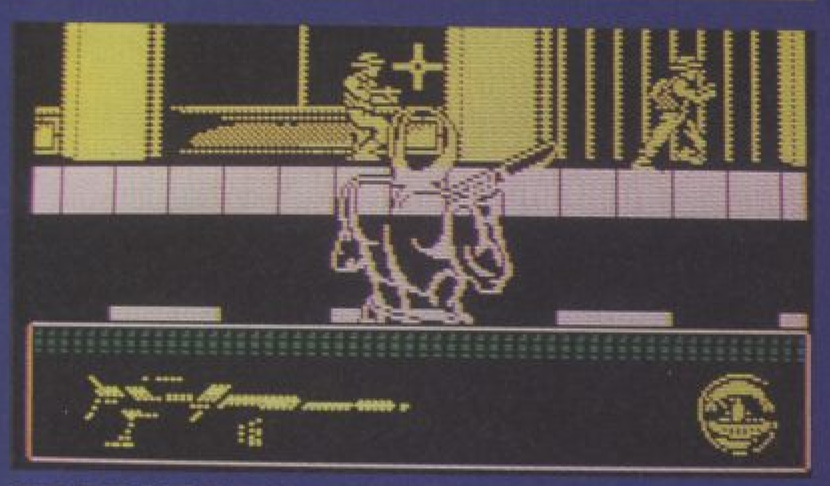
PUFFA FISH: Appears in missions two and five. They run off with toxic waste cannisters to stop you from dumping them back on land.

SQUID: Appear in missions three and eleven. Coming into contact with them results in a screen blackout for a few seconds.

EXPLODING RUBBER DUCKS: There are four of these lying around in mission six. The ducks will explode and kill you on contact.
EXTRA DYNAMITE: For use in mission three, this can be found in your home pipe.
WEAPONS: HELMET: Enables you to breathe above water for longer periods of time.
SHADES: Enable you to see otherwise invisible jellyfish.
TOP HAT: Reduces the amount of damage taken.
RAYGUN: Has two uses. Firstly, dispenses with the need to bubble and pop the enemy. Also, allows you to kill otherwise indestructable, land-based creatures.



AMIGA



PREDATOR II

He's one ugly mother and, funnily enough, that's what you've gotta enter to access the cheat. Pause the game and type **YOU'RE ONE UGLY MOTHER** to gain infinite lives, energy and bullets! Thanks very much to Ralph Buzzing of Wallington, Surrey.

GODS

God almighty! Martin Rennie of Hayling Island, Hants has completed this holier-than-thou arcade adventure from those binary buddies, the Bitmap Bros. And being the saintly fellow that he is, Martin has sent these angelic passwords to us!
LEVEL TWO - XWV
LEVEL THREE - KRJ
LEVEL FOUR - XAB

DAMOCLES

Ok, it may be getting old, but it's still one of the best space exploration games going. And here's a useful tip to get your hands on the author's computer, from Norweigan Anders Rostrup.

First of all, fly to to the author's house on Dion at the co-ordinates 14-13 on Birmingham Island. Land by his house and leave your vehicle. Look through the windows until you spot his office. Now go forward until you bump into the window. Press the "pick-up" key a couple of times, and now you should have his computer, desk and chair. If this doesn't work, reposition yourself and try again.
Anders adds that he has no idea what to do with the computer, but it can be sold for a not inconsiderable sum of one million ICG's! **(Actually - pick up the Author's Computer and board the author's chair. Now you can fly around at phenomenal speeds and do all sorts of things with the computer - Ed)**

PANZA KICK BOXING

It takes ages to get your percentages up to something respectable in this popular beat 'em up - but not any more, thanks to Adrian Banda of Saudi Arabia.
Set up the game for 2-player mode and fight. Your opponent obviously won't fight back, and you're able, after a couple of games, to go up against the cream of the computer's crop with more sensible percentages.
When you die, press UP and the two fire buttons at the same time (as though you were using magic) to begin where you left off.

ELITE

The classic space trading game gets a classic cheat, all the way from Rossendale in Lancashire, from Andrew Todd.
Once the game has loaded, press keys Y, 2 and hold down **SPACE** when the "Start Tape" message appears. Now you can roam the cosmos at Elite status!

MANCHESTER UTD

A rather obvious tip, this one, from Andrew Todd, but if you're thick you may not have actually worked it out!
When playing a one-player game, press player two's fire button. This takes away control from the computer, allowing you to run around and knock in goals to your heart's content. Rather like playing against Sunderland, really.

TARGET RENEGADE

He's hard, and he wants his girl back. Make sure he does with this clever cheat, from Riaz Tegally.
On the hi-score table, enter your name as **PA....** to receive a neverending supply of lives.

C64

ARKANOID 2

There are a ton of jolly old games out on budget, and here's a tip for one of them. Thank Ayazz of Walsall, W Midlands, for this one.
Type **DEBBIE 3** on the title screen to receive infinite long, thin bats disguised as spacecraft.

ROBOCOP

Nobody move! You have the time it takes to enter this cheat to comply! Well, that's the theory, according to Ayaaz.
Hold down the keys **F**,**G**,**H** and **J** during the game to become Invincocop.

CREATURES

Not only a list of Action Replay pokes and tips on how to complete the three torture screens in this brilliant Thalamus romp.



tents onto the rope. The small, grey creatures will chew through the rope and cause the weight to drop onto the cyclist, who was creating the power.

TORTURE SCREEN THREE

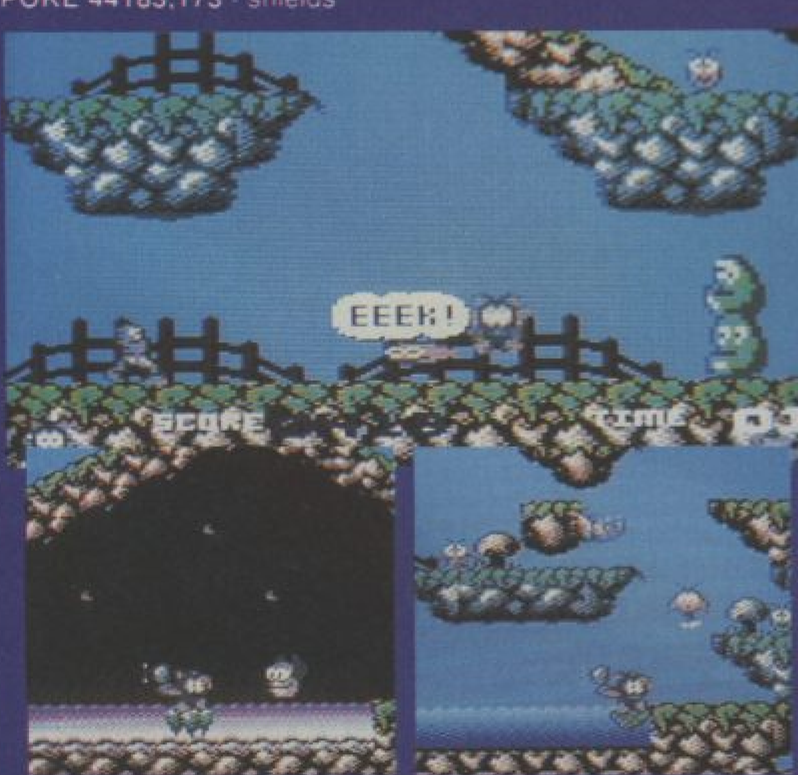
STEP 1: Select flamer and move left until the green creature on the rope is in range, and blast him. When he spits out the little creatures, run back, turn to face them and shoot. Kill four sets of these before shooting the daddy.

STEP 2: Go to the top ledge and edge right until you can shoot the bogey boys. When you shoot the bottom one, the top creature spits out more little burgers. Shoot two of them, run back to the edge, turn around and annihalate the other two. Kill three bands of these before they go.

STEP 3: Drop down and a silver ball will appear. Go to the right side of it and flame breathe it. It will swing left, then right, then drop, knocking over the acid vat. Now just sit back, and gloat!

POKES

POKE 15596.60 - turns off collision detection
POKE 15596.173 - turns on collision detection
POKE 7328.173 - lives
POKE 44183.173 - shields



CJ'S ELEPHANT ANTICS

He may not be packing his trunk and saying goodbye to the circus, but now he's packing a cheat and saying hello to infinite lives courtesy of his trainer, Nigel Turns from Seaham, Co Durham.

Reset the machine and enter any of the following:

POKE 18429.181 - infinite lives (player one)
POKE 19871.189 - infinite lives (player two)
POKE 6259.255 - infinite lives (both players).

GOLDEN AXE

Want to kill some mean 'n mythical monsters but can't get off the first level? Don't hurl your 64 across the room! Try this simple tip from Chris Griffiths of Southall, Middlesex.

During the game, press **RUN STOP** and then the semi-colon key to skip levels!

TURRICAN II

Loads of tips on other machines, but surprisingly few for the good ol' C64. To redress the balance, here's some Action Replay pokes from that Southall SOB, Chris Griffiths.

POKE 3685,173 - infinite time
POKE 19319,0 - no weapon worries
POKE 19239,96 - extra life

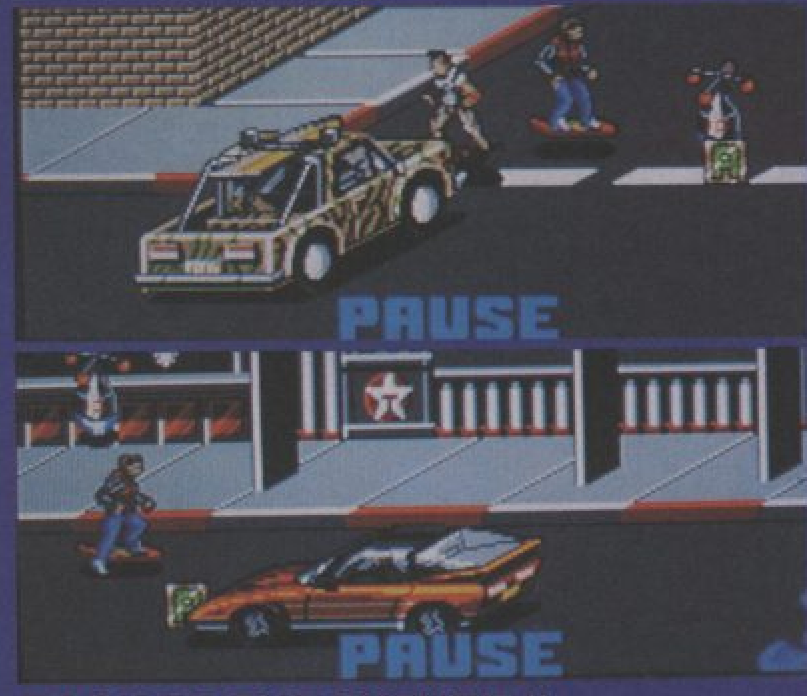








AMSTRAD



BACK TO THE FUTURE II

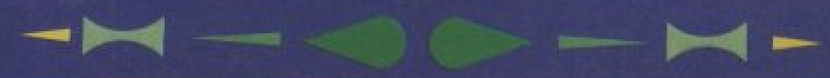
Quick Marty! Take a look at this cheat from Jonathan Drew from Congleton, Cheshire, in 1991, and jump through time faster than even this DeLorean can manage!

On the title screen, slowly type **HEADBUTT**, then press **ESC** to skip through the various levels.

YOGI'S GREAT ESCAPE

Hey, hey, hey, Boo Boo! Jonathan Drew is smarter than yer average tipster, coming up with a great cheat on Hi-Tec's cute platform caper.

Simply redefine the keys to **I C E** to gain an infinite supply of Yogi's.



GAME BOY

HYPER LODE-RUNNER

Want a levels cheat for a classic Gameboy game? Look no further than what's on offer from Richard Webster of Weybridge, Surrey.

Once you've cleared fifty levels, enter the code **QM 0388** to return to any one of them!

TENNIS

Having trouble with your serve 'n volley in this delightful little game on Nintendo's delightful little machine? Try out this cheat from Tommy Eatenton of London SE15, and become the next Agassi!

Serve the ball and, when it reaches its highest point in the air, swing the bat. Then let the ball hit your head to score the point.

GOLF

First a cheat for all you budding Beckers, now a tip for the would-be Woosnams amongst you. All the way from up in bonny Inverness, and the home of Scott Burns-Smith.

To practice every hole on every course, press **DOWN** and **START** when the Nintendo logo comes down.

NEMESIS

One of the best shoot 'em ups to appear on the Gameboy has now been cracked by Tom King (not to be confused with the Secretary of State for Defence!) who hails from Sheffield. He's found that by pausing the game and pressing **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, B, A** allows the player to choose any weapon.





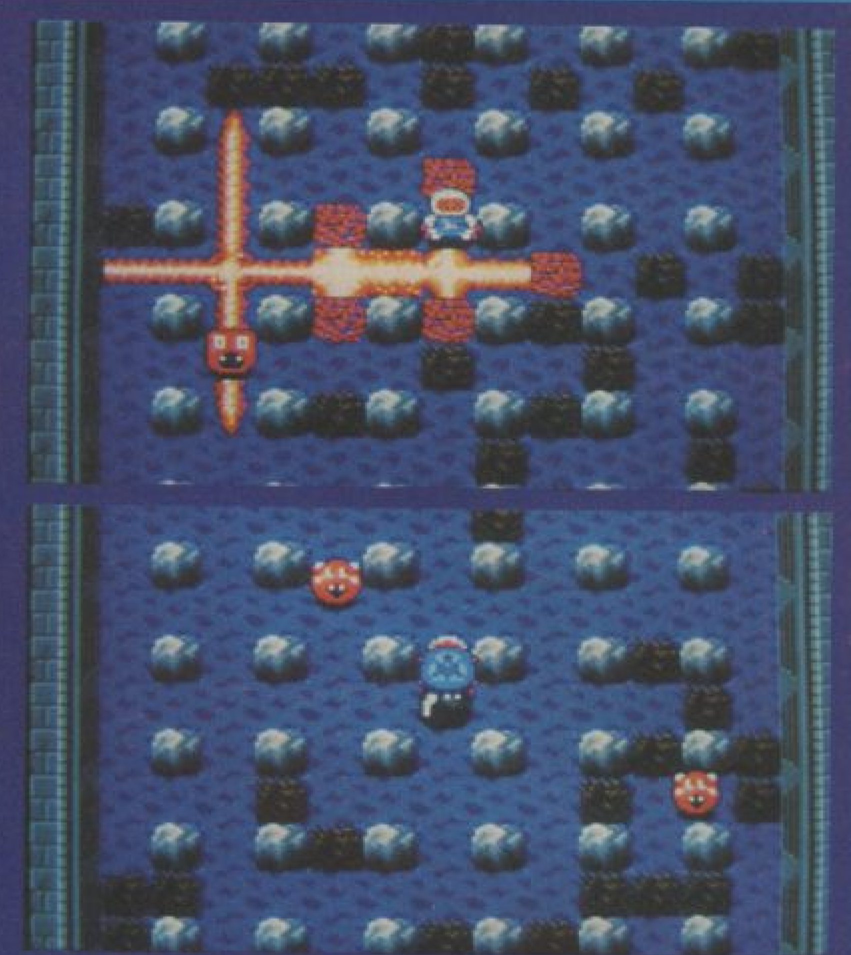


PC ENGINE

AEROBLASTERS

For nine continues (and a considerably easier time!) in this highly rated, two player blaster, when on the title screen push **RIGHT, RIGHT, RIGHT** and **SELECT**, followed by **UP**. After that, push **SELECT** for the sound test. Then simultaneously press **SELECT** and **LEFT-UP** for hard mode, or **SELECT** and **RIGHT-DOWN** for easy mode.

Press **I** button ten times then **SELECT** for stage 2, **I** button eleven times then **SELECT** for stage three, and so on.



BOMBER MAN

Finish this game with a bang, with the help of these handy passcodes and cheats sent in by George Nagata.

UKBLMNKP - 1-1 POWER 8
UUOKJNEC - 1-2 POWER 10 AND 2 BOMBS ONSCREEN
RWNNJLVS - 1-3 POWER 13 AND 6 BOMBS ONSCREEN
MOAAVMSU - 1-1 STRONGEST BOMBER MAN
RBKBJNVY - 3-5 BOMB POWER 3, 10 BOMBS ONSCREEN
RUHNGSEY - 5-4 BOMB POWER 10
RAWHHGPN - 1ST STAGE BOSS
UBCZTPVL - 2ND STAGE BOSS
UWKKOVSL - 3RD STAGE BOSS
MKZNMNVU - 4TH STAGE BOSS
MXECVNTV - 5TH STAGE BOSS
MBHAILVL - 6TH STAGE BOSS
ROFBOQEU - 7TH STAGE BOSS
UAAFTHNP - 8TH STAGE BOSS

To get 18,800 points, get the PC Engine shuttle which appears onscreen when you bomb all of the blocks without killing any enemies.

To get 24,800 points, get the Core Grafx which appears when you keep Bomber Man still for three minutes.

To get 39,800 points, get the Super Grafx which appears when you kill all the enemies without bombing any blocks.

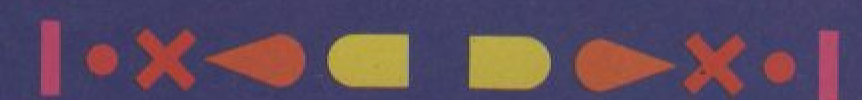
To get 123,450 points, get the girl's face which appears when you stay on the exit until the time remaining is 3.33.

DIE HARD

Want a bit more hardness, and rather less dying, in the game of the Bruce Willis movie? Just use this cheat from that man Nagata again!

On the title screen, press **RUN** while holding down the I button for infinite continues.

For the stage, sound and difficulty selection, press **UP, UP, LEFT, LEFT, LEFT, DOWN** and **RUN** on the title screen.



PARASOL STARS

To get to the sound test, press **RUN** while holding **1, 2** and **DOWN** on the joypad at the title screen. Thanks for that spark of knowledge from George Nagata.



JACKIE CHAN

Here's a cheat for this smashing martial arts chop 'em up, from none other than Tim Larmer of Epsom - just make sure you don't play when Prince Philip is around!

On the title screen, press **UP**, **DOWN**, **LEFT**, **RIGHT** and **BUTTON II**. A bell will ring. Now hold down **SELECT** and push **RUN** to enter the stage select screen. You may need to do this a few times as it doesn't always work first go.



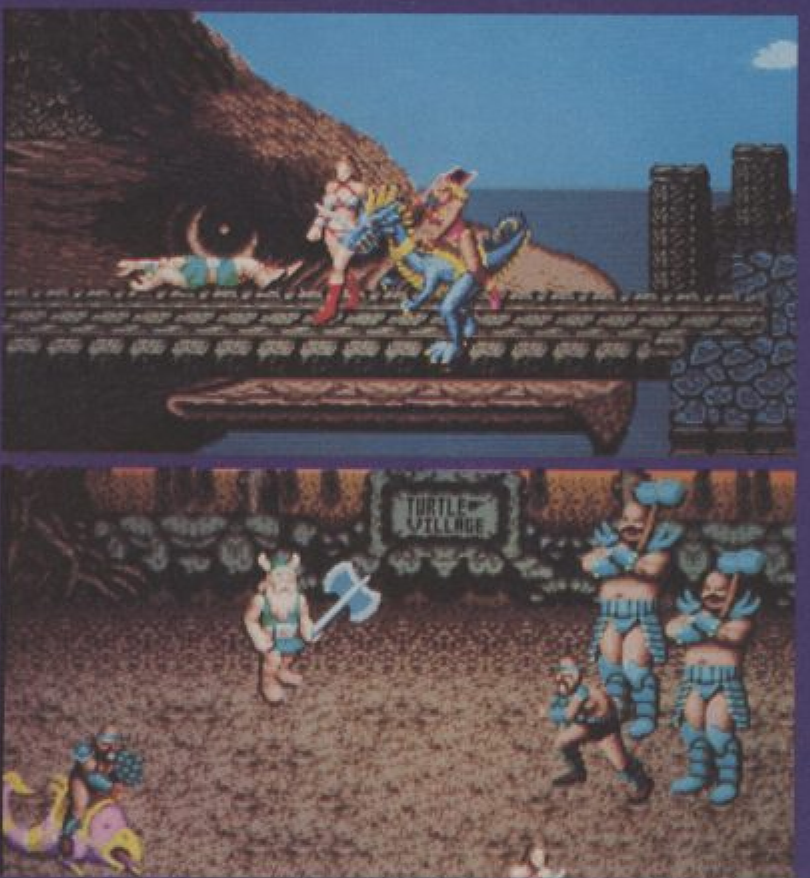


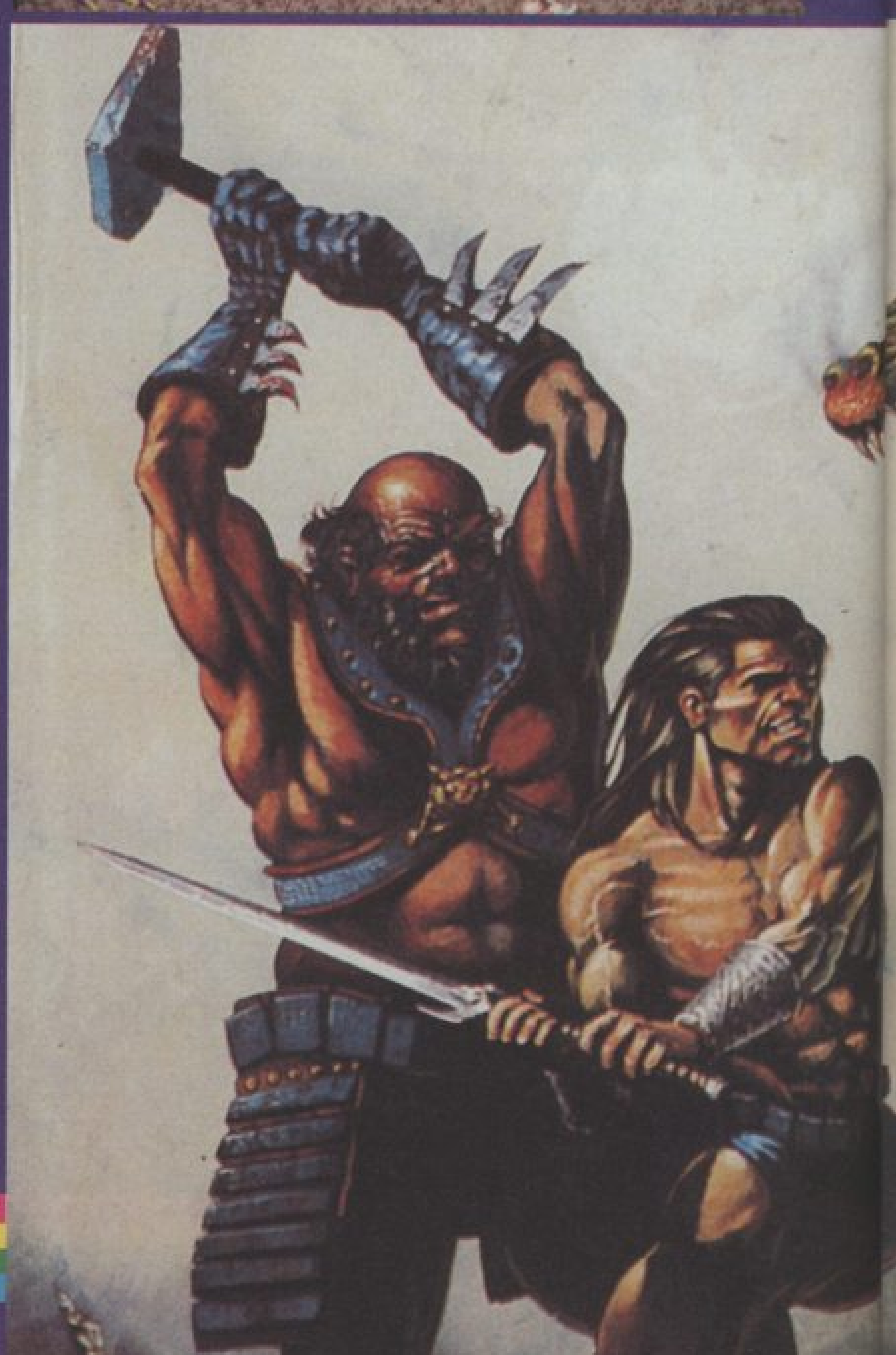
MEGADRIVE

GOLDEN AXE

Why be stuck with one character when you can choose a new fighter on each level in this, one of the best beat 'em ups on the Megadrives? You can now, if you use this cheat sent in by Russell Roberts from Manchester.

In Arcade mode, hold down **BOTTOM-LEFT**, **A** and **START**. A small, white number should appear in the top-left hand corner of the screen. Now, by moving the **D**-button up and down you can select any level and, by moving the **D**-button left and right you can choose and of the characters!





SHADOW DANCER
Here's something you don't see every day. Unless you have the cheat (doubtful) and look at it every day. Hmm, anyway, this one comes from Andrew Tut-Tut-Tutton from Mitcham in Surrey.
Hold down all three buttons and press **START** to activate Practice mode.





MAGICAL FLYING HAT TURBO SIMULATOR
Quite a clever little multi-lives cheat this, found just by chance by jolly Richard Walker of Redditch.
On levels one and three (and some others) can be found red flagpoles which, if jumped upon, sway from side to side. If you jump and then float straight down onto the yellow tip, the pole bends in the middle, one of the red spots which make up the pole turns white and you are given an extra life. Do this until all the spots are white to gain loadsalives!

SONIC THE HEDGEHOG
Why hang around with the hottest cheats when we can give 'em to you straightaway? Read and learn from Mr W Lewis (very formal, eh?!) of Dagenham, Essex.
To access the stage select screen, press **UP**, **DOWN**, **LEFT**, **RIGHT** and hold down **A**, **B**, **C** and **START** together on the titles screen.



NINTENDO

FAXANADU
It can become tiring, being just an ordinary, run-of-the-mill player. So try this password, from good ol' cockney sparrer Richard Johnson, and become a Lord with a Dragon Slayer, battle suit, battle helmet, magic shield, lots of red potions, loads of dosh and much, much more:
r67?Uv?9IJNJpMiMmEIQE

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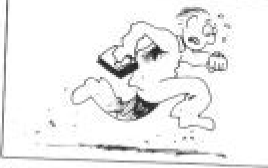
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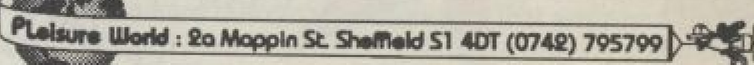
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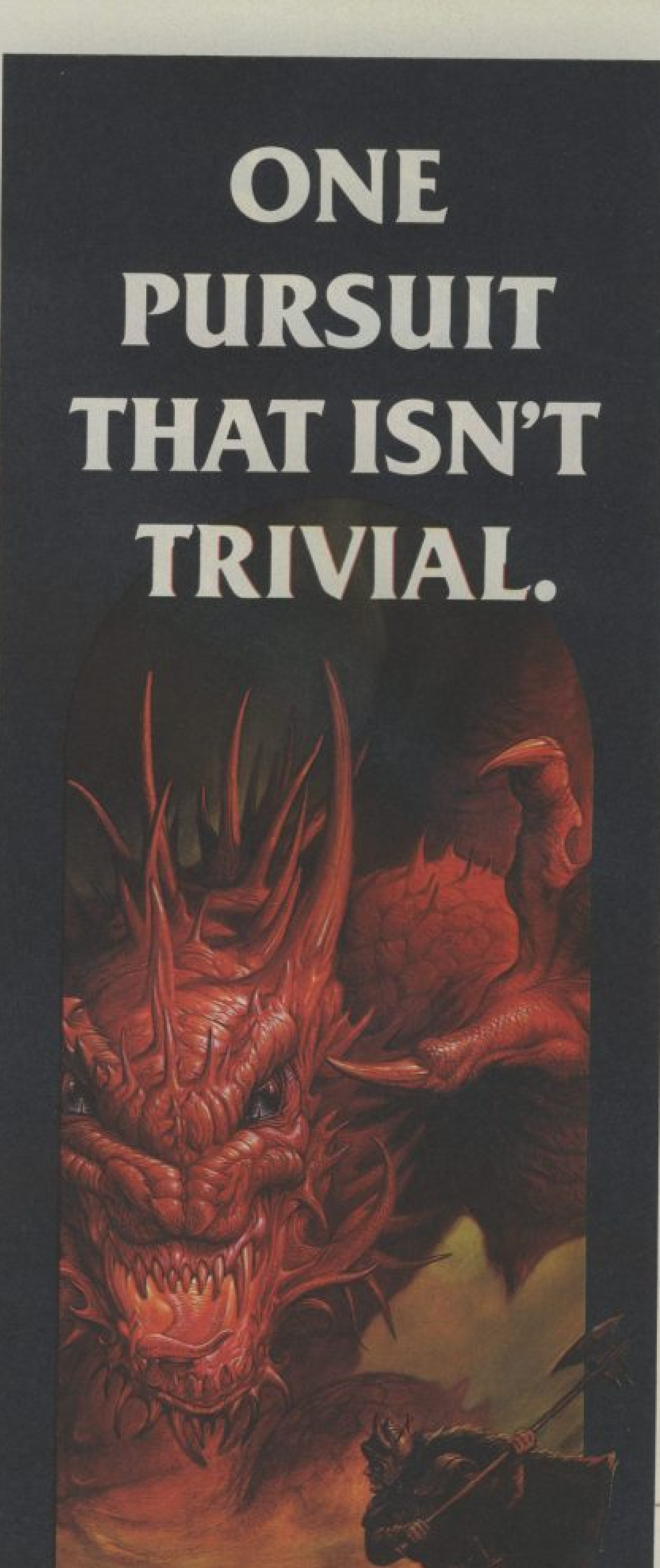
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HIGH SCORES



Dear Wimps,

Wimbledon! Cricket!! Bad weather!!! That's what we're blessed with at the moment. It doesn't seem to have worried all you high-scorers, mind you - we are talking deluge. That said, most of them have been for crinkly, old games or budget rereleases, and it's been one heck of a time sorting out the wheat from the chaff. Is it the biting recession, or is it just the meanness of you all that's stopping you shelling out for new software? Still, there's the promise of better times ahead...

Sadie

AMIGA

It's all change in the Amiga chart this month, with the first of the Manchester Utd Europe scores coming in, along with a pretty unbelievable Kick Off 2 score, which certain KO aficionados reckon has been achieved on 45 mins per half. Still, a respectable scoring achievement.

MANCHESTER UTD EUROPE MAH, London SW19	7-2
PGA TOUR GOLF Jim Sheppard, Monmouth, Gwent	58 (SAWGRASS)
CARVUP Gavin Haxton, Aberdeen, Scotland	589,485
KICK OFF 2 Paul Francis, Gravesend, Kent	55-0 (ENGLAND v GERMANY)
CHUCK ROCK Philip Fitzgerald, Stirlingshire	381,250

AMSTRAD

Are you all selling your CPC's or something? Is the quality of software so bad that you can't be bothered to buy them? Now I know that the second one cannot be true, so my advice is simple - play those games and send in those scores NOW!

JAHANGHIR KHAN WORLD SQUASH Haler Khorshed, London SW4	23,511
MIDNIGHT RESISTANCE Ian Gulliford, Bridgend	32,750
KWIK SNAX DIZZY Gary Thomson, Midlothian, Scotland	90,427
PAPERBOY Daniel Gregory, Stalybridge, Cheshire	31,950

C64

Indifference city in the 64 section, with a multitude of, let's say, middling scores on games old and new. At least someone has been working hard this month, judging by that awesome Turrican 2 attempt! Apart from that, nothing much to inspire, and if things don't improve it'll be pointy stick time for all you lazy C64 owners.

MIDNIGHT RESISTANCE David Ha, Blackton, Australia	579,391
EXTERMINATOR Matthew Dainty, Shrewsbury, Salop	1,014,750
ESWAT Adam Carpenter, Plumstead SE18	583,300
PANG Matthew Scarlet, Victoria, Australia	1,369,213
TURRICAN II David Phillips, Dublin	21,170,550

ST

A couple of new games prop up a generally uninspiring ST table, although the Rainbow Islands score proves that there are at least some Atari freaks out there willing to sit and play their machines. But the silly season is almost over and I want top scores on new games from now on!

TOKI Paul Curren, Uddingston, Glasgow	29,860
PREHISTORIK Paul Curren, Uddingston, Glasgow	34,410
XENON 2 James Coring, Dorking, Surrey	449,620
ANARCHY Richard Hill, Tooting, London SW16	604,650
RAINBOW ISLANDS Frank Allen, London E2	8,888,600

SPECTRUM

At least the Spectrum owners out there enjoy their gaming! Completed games, top scores and new titles fill the chart to ensure that the beloved Speccy hangs on in there for a while longer.

MAGICLAND DIZZY Ben Thomas, London N15	COMPLETED
NARC Stephen Hancock, Romford, Essex	300,075
SHADOW DANCER Stephen Hancock, Romford, Essex	109,750
SUPER OFF-ROAD RACER John Gratrick, Loughborough, Leics	$3,180,000
LOTUS ESPRIT James Childs, London SE7	222

SEGA

I've hardly been swamped with Master System scores this month, but what has arrived has certainly been impressive. Now with the Christmas season looming and the promise of new games ahead, it looks as though I'll have a whale of a time sorting out all you high-scorers!

CHASE HQ
SCORE = 12,005,800
Steve Smart, Bristol

GHOSTBUSTERS Chris Savage, Skelmersdale, Lancs	$6,551,000

WORLD SOCCER 14-0
Brian Hanson, Rochester, Kent
MOONWALKER 534,450
Gordon Cullum, Newmarket, Suffolk
AMERICAN BASEBALL 47-4
Edward Hudson, Hemel Hempstead

F1 RACE AUSTRALIA 0:38:40 (single)
Masaki Hata, Finchley N3
CONTRA COMPLETED
Hay-On-Wye, Hereford

MEGADRIVE

A storming Megadrive chart, with the first appearances of Sonic The Hedgehog and Wrestle Wars in the hallowed table. The future is certainly looking rosy for owners of Sega's 16 bit wonder, but what about a score or two for Zero Wing? I'll be waiting...

SONIC THE HEDGEHOG 252,610
Craig Hutchings, Mid Glam, S Wales
WRESTLE WARS 5 MATCHES UNDEFEATED
MAH, London SW19
RINGSIDE ANGELS COMPLETED ONE CREDIT
Richard Lunt, Clwyd, N Wales
SHADOW DANCER 300,900
James Doody, Derby
REVENGE OF SHINOBI 1,431,200
Allstair Felton, Paignton, Devon

NINTENDO

Where have all the Nintendo gamers gone? A veritable trickle of scorecards passed through my hands for the NES and, although what's here is passable, it's not enough. Let's see a marked increase in scores for this great machine in the next few months - you have been told.

TEENAGE MUTANT HERO TURTLES 7,778,700
Arlen Moor, Rotterdam, Holland
WORLD CUP 10-8 (W GERMANY)
Oliver Higgins, W Whickham, Kent
WORLD WRESTLING COMPLETED UNBEATEN
Desmond Palmer, London SW9
BLADES OF STEEL 23-2
Desmond Palmer, London SW9
PROBOTECTOR 939,700
Jesper Andersen, Norway

GAME BOY

All change in the Gameboy table, with loads of new games appearing to tempt Gameboy owners into parting with their scoring secrets. Think you can do better than the impressive line-up below? Well then, show yourselves!

BALLOON KID 118,600
Ben Rutherford, Ewell, Surrey
DUCKTALES 930,900
Burhan Gailani, Kingston-on-Thames, Surrey
WWF SUPERSTARS COMPLETED (HULK HOGAN)
Andrew Robertson, Edinburgh, Scotland

PC ENGINE

The Engine is going through a rough patch at the moment, and it shows in this month's table. That isn't stopping die-hard Engineers from doing their utmost on the scoring front, mind you. Hatris should be doing the rounds by now, and I hope to see scores-a-plenty for this Russian rip-snorter come next issue.

POMPING WORLD 453,320
Gary Mangal, Bow, London E3
AEROBLASTER 64,140,000
Gary Mangal, Bow, London E3
CHASE HQ 6,230,100
Nathan Russell, Ilford, Essex
RASTAN II 252,200
Nathan Russell, Ilford, Essex

SUPER FAMICOM

Not a lot in the way of new games on the Famicom, but a wealth of great scores to pit your skills against. What's needed here, methinks, is a few new releases to really liven things up!

ACTRAISER 15,650
Erol Osman, Peckham SE15
FINAL FIGHT 3,829,353
Roger Adams, Wolverhampton, Staffs
GRADIUS III 1,516,600
Erol Osman, Peckham, SE15
ULTRAMAN 375,200
Alexander Li, London SW12
DARIUS TWIN 4,650,800
Harmeet Jandu, Glasgow

ARCADES

Why cover only the latest coin-ops when there are some perfectly respectable scores coming in on some of the wrinklier machines! Here's a selection of the best efforts to whet those arcading appetites in time for next issue.

NARC 22,110,200
David Belmore, Eastbourne, Kent
MOONWALKER LAST LEVEL, ONE CREDIT
Greg Hancock, Houghton-le-Spring, Tyne & Wear
SUPER BUBBLE BOBBLE 4,593,270 (COMPLETE), ONE CREDIT
Ian Potter, Wordsley, W Midlands
MERCS 267,000
Stephen Hancock, Romford, Essex
MAD DOG MACREE 7,650
Scott Stamp, London SW19

Right, wimpos, you know the drill - every month CVG will be throwing down the gauntlet to all of you weaklings. Fill out the form below and send it to SCORE WITH SADIE at the usual CVG address. If your scores are good enough, they'll be printed in my Highscore Tables, and outstanding scorers may be called on to go up against the drooling CVG reviewers and a software house champion, with an expensive piece of computer or console gear (depending on what you already own) as a prize!

RIP HERE

DEAR SADIE, I THINK I'M GREAT - MUCH BETTER THAN THOSE CVG CRETINS ANYWAY - SO HERE ARE MY HIGHSCORES...

GAME..SCORE..
GAME..SCORE..
GAME..SCORE..

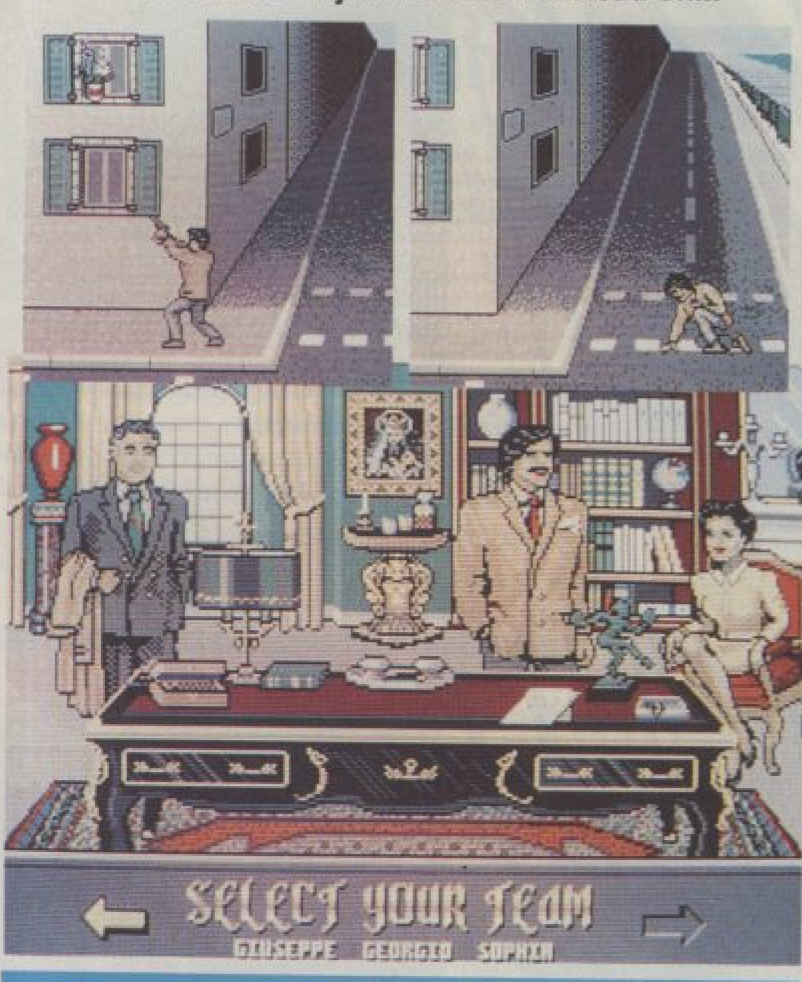
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TELEPHONE NUMBER...
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SPIDER-MAN HAS BEEN FRAMED BY HIS ARCH ENEMY KINGPIN. IN TWENTY FOUR HOURS NEW YORK WILL BE A SMOULDERING RADIOACTIVE WASTELAND.....
LIFE WEB $20 TIME 23
BELIEVING THAT SPIDEY HAS PLANTED THE BOMB, THE WHOLE OF NEW YORK IS AFTER HIM. TO CLEAR HIS NAME AND SAVE THE CITY THE MASKED WEB SLINGER MUST DEFEAT THE EVIL SCHEMES OF WILSON FISK 'THE KINGPIN' AND SOME OF HIS TOUGHEST ADVERSARIES IN THE FORM OF DR. OCTOPUS, ELECTRO AND THE LIZARD.....
DANGER 13000 VOLTS
LIFE WEB $20 TIME 23:5
WITH THE HELP OF DR STRANGE - THE SORCERER SUPREME, SPIDER MAN MUST TACKLE 6 LEVELS, FROM SKYSCRAPERS TO SEWERS - DESTROY NUMEROUS BAD GUYS AND COLLECT 5 KEYS TO SAVE THE CITY.. THE CLOCK IS TICKING!
DAILY BUGLE
SEGA

AMIGA BYTE SIZE

Paul Rand, self-confessed Amiga lover and creator of Mr Benn demos, sallies forth on another 16-bit journey of fun and laughter. But he stops all that when he has to write the Bytesize column. Read on...



CRIME DOES NOT PAY

TITUS £24.99

One would expect the Cosa Nostra, AKA the Mafia, to be quite secretive about themselves. Not so, according to Titus, in whose game a huge brass plaque decorates their headquarters! Hire either an Italian mob or some Chinese gang, then walk one of their members around town (we're in a recession, you see, so they've obviously had to flog their limos), picking up objects and shooting people. Only the objects are placed in the most ludicrous locations (an alcoholic mayor's medical records in a BUTCHER'S SHOP!!!) and, even if you kill someone whilst the police are around, they walk nonchalantly by, bothering neither yourself nor the dead guy on the floor. It looks crap, it sounds crap and, by golly, it is crap. Oh yeah, there's also a seal on the packaging claiming endorsement by The Mafia. Cor, these French people eh? What a hoot.

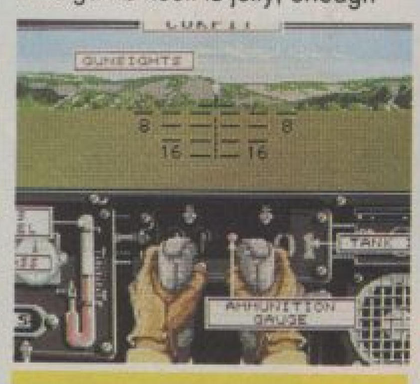
OVERALL 27%

NORTH AND SOUTH

ACTION SIXTEEN £7.99

Control either the Union or Confederates in a one-or-two player assault on the American States, interspersed with comical cut scenes whenever anything important occurs such as fights, mail train pick-ups and the like. The game itself is jolly, enough for a budget title, but why oh why do the French insist on ruining any atmosphere by treating a serious subject in a Benny Hill style? I was expecting the Yankees to storm on dressed in big, floppy hats and bifocals! I wonder what sort of game they'd make out of the Battle of Waterloo.

OVERALL 74%



SHERMAN M4

ACTION SIXTEEN £7.99

It's World War II, and you've been given the opportunity to take charge of a Sherman tank platoon in one of four battlezones. Go off on reconnaissance runs in a jeep, then grasp the controls of those armoured hulks and face the enemy in a series of do-or-die campaigns. Although there are better tank sims doing the rounds today, M4 Sherman Tank is an absolute snip at the price. Fast 3D polygons, more than a few missions and a tense playing atmosphere combine to put this cheaply a cut above a lot of the other armour battle guff.

OVERALL 82%



COUGAR FORCE

TOMAHAWK £24.99

The CIA haven't got any dosh left to take on the Pacific drug dealers since they lost it all in the BCCI collapse, so it's all down to the Cougar - a one man army who unfortunately is in chokey at the moment. The idea is to break out of nick, then go after the bad guys using a variety of transport. Horizontally scrolling shoot 'em up, high-speed driving and pseudo flight-sim styles all come together to make a hotch-potch of average gaming fare - fun in the short term but not one to seriously consider as a purchase.

OVERALL 60%

BYTE SIZE
GAME BOY

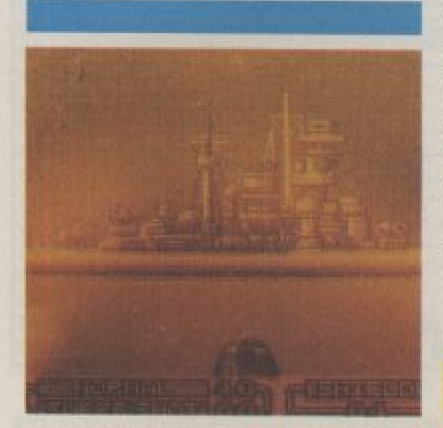
Paul Glancey delves deep into his Sainsbury's carrier bag, pulls out his Game Boy and gets stuck into the latest batch of hot titles, kindly loaned to us by Advanced Console Entertainment (on 071 383 0480). Watch out for more next month.

TORPEDO RANGE

SETA £25.00

The aim of this navy lark is to steer your World War II sub around the world hunting enemy fleets then fighting it out with all torpedo tubes blazing. The battle subgame takes one of five different forms dependent on the type of target you attack, and though the action in all of them is basic they're decent fun - reminiscent of arcade oldie Wolfpack. You can also save up to four campaigns in battery-backed memory which is another plus.

OVERALL 79%





SOCCER

TONKIN HOUSE £20.00

Up till now, the Game Boy has been pretty badly served for a good footie game, but Tonkin's Soccer does something to rectify the situation. Link up with another player or try the computer side in a friendly game or an eight team world tournament. Fouls, corners, throw-ins and penalties are all included, and the game's controls are pleasantly uncomplicated making it a very enjoyable kick-about. There are some nice presentation points too, so this is definitely worth a go.

OVERALL 82%





CHOPLIFTER II

VICTOR MUSICAL £20.00

This update of the Dan Gorlin classic has you rotoring across a horizontally-scrolling landscape, rocketing enemy tanks and gun emplacements. When it's all clear, pick up any hostages you can find and taking them back for a mug of cocoa in friendly territory. Apart from the smartened-up graphics and the addition of extra weapons (bombs and stuff), there aren't many new features in this new version, but then when the original was so good there really isn't much else you need. An unusual and fun blast.





PARODIUS

KONAMI £25.00

In Parodius, Konami takes a sideswipe at the console shoot 'em up establishment - and why not, seeing as they're responsible for most of it? Fly either the Vic Viper, Twin Bee (from the game of the same name, which is also called Bells and Whistles in UK arcades), an octopus or Pentarou the Penguin into a horizontally-scrolling battle against the Parodius Empire. Each ship has a different range of weaponry, but as in Gradius, you have to shoot a crowd of aliens and collect the remaining pods before you can use them. At various points in each level, some rather unusual bosses appear, the first one being a pirate galleon in the shape of a cat.

The game is very silly, but it's really challenging and fun, as well as good-looking. The smaller sprites are a little indistinct unless the light is perfect, but the bosses are tremendous. Meanwhile the loudspeaker provides some great sounds - the music contains snatches of the Gradius tunes and some pepped-up classical tunes. All this amounts to one of the best shoot 'em ups yet seen on the Game Boy. An essential purchase!

OVERALL 92%

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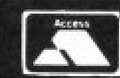
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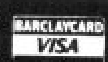
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BYTE SIZE SPECTRUM

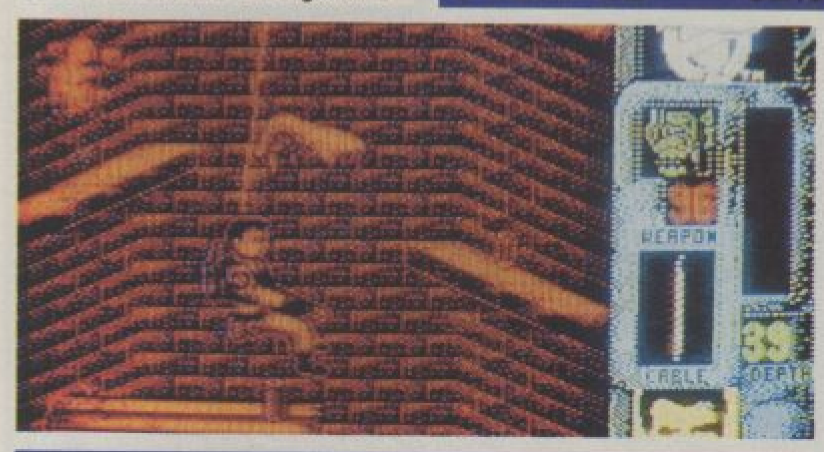
Plenty of budget stuff this month, but luckily Paul Rand is here to wade through the quagmire which is the Spectrum software shelf and pull out a few prize specimens.

GHOSTBUSTERS II

HIT SQUAD £3.99

They're back! A new threat has arisen from the world of the supernatural, and the Ghostbusters are recalled into service to save NY from the evil Vigo, in a three-level bonanza of sewer exorcism, Statue of Liberty controlling and, finally, Vigo destroying. The three subgames are, um, unusual, but they are competently programmed making them playable if not particularly addictive. A good buy at this price.

OVERALL 82%

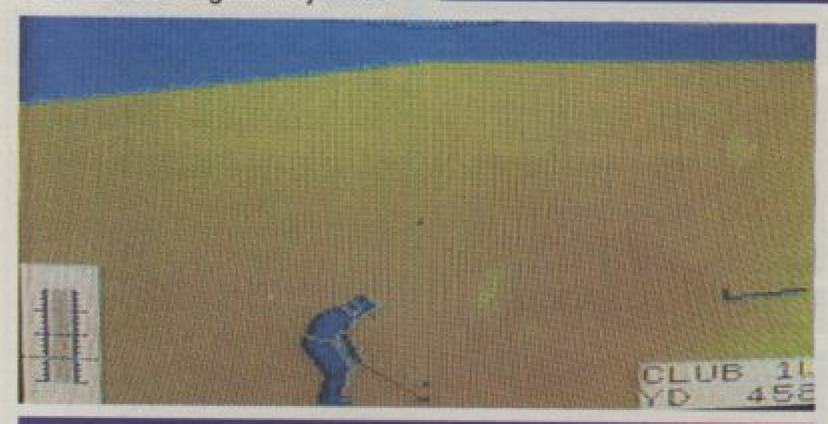


MULTIMIXX 1

KIXX £4.99

The Leaderboard series was acclaimed as the best trio of golf games available on 8-bit. The games - Leaderboard, Leaderboard Tournament and World Class Leaderboard, have now been bundled together by those canny people at Kixx and knocked out at a knock-down £4.99. At the time, they were hailed as the best golf games going and this still holds true, so, at this price the package is a bargain which you'd be daffy to miss out on!

OVERALL 91%



LICENCE TO KILL

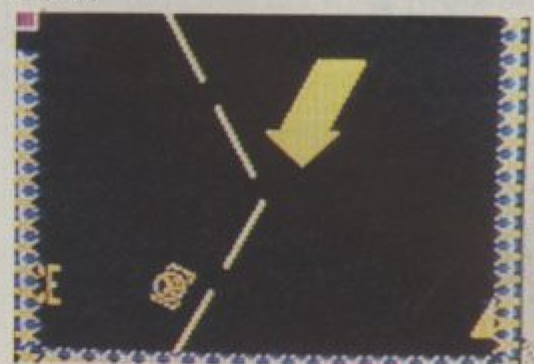
HIT SQUAD £3.99

Join James Bond in his second Timothy Dalton 007 extravaganzas. Chase drug smuggler Sanchez across six levels of flying, shooting and car chasing, then, in the great Bond tradition, go back and do it all again. Licence to Kill is still the best of the Bond games in my opinion, with good use of graphics and differing styles of gameplay, making this a tough, variety-packed and graphically pleasing jaunt with the man himself.

OVERALL 86%





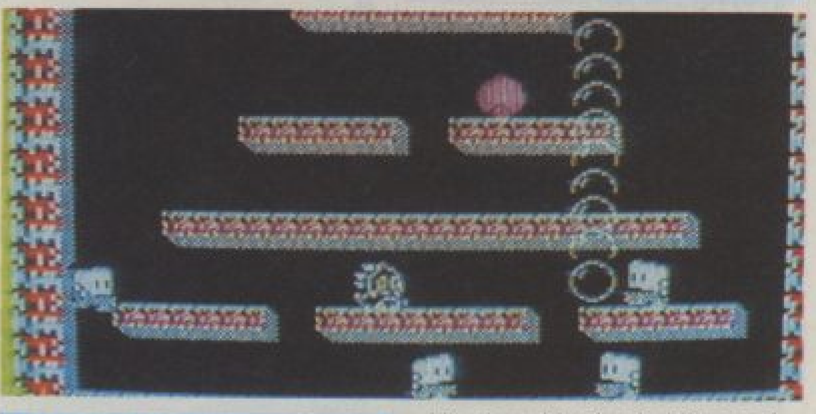


APB

HIT SQUAD £3.99

Calling all cars! Calling all cars! Officer Bob is on the beat, and you control him in this multi-level race against time, criminals and the wrath of the Chief! Beginning with the arrest of the odd reckless driver, you progress to more dangerous felons. APB was a smash in the arcades, mainly due to the extensive use of humorous, cartoon graphics. These have been quite successfully carried over to the Spectrum version, making APB a jolly little title to have in your budget collection.

OVERALL 83%



BUBBLE BOBBLE

HIT SQUAD £3.99

Bub and Bob have had their girlfriends kidnapped by Baron von Blubba and he's turned the two chums into bubble-blowing dinosaurs! To get out of their predicament, B+B must negotiate the hundred levels of von Blubba's kingdom, blowing bubbles and bursting beasties, all the time racking up the points and collecting bonuses. Bubble Bobble ranks as one of the best Spectrum coin-op conversions of all time, boasting pleasant graphics and extremely addictive gameplay. If you have so much as an ounce of sense in your body you'll rush out and buy this now!

OVERALL 92%

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ATARI ST
BYTE SIZE

The quantity of ST software seems to have dropped orf this month, but does the same apply to the quality? Here's famous reviewer and Easington sex-symbol, Paul Rand to sort the wheat from the chaff.

CRIME DOES NOT PAY

TITUS £25.99

The Mafia obviously don't care who knows about them - not only have they "stamped" their seal on the game's box, on coming to play you find they've even stuck a brass nameplate outside their HQ! All very tacky, which suits the game perfectly. Saunter through the city streets, collecting ludicrously positioned objects and shooting baddies in full view of the police. It's all displayed in glorious Pap-o-Vision, and it's all rather unpleasant.

OVERALL 30%



ARMOUR GEDDON

PSYGNOSIS £25.99

Psygnosis' multi-vehicular simulation makes the trip over to the ST at long last, with its mixture of air and ground-based combat allowing the player to control fighter planes, tanks, helicopters and even hovercraft in a desperate race to find five pieces of an ancient Neutron Bomb, needed to destroy an enemy laser cannon. Filled 3D vectors portray the action excellently and, even though the playing area can be a bit sparse at times, there's enough diversity in the modes of transport (not to mention loads of death to be doled out!) to warrant the purchase of this large and challenging game.

OVERALL 86%

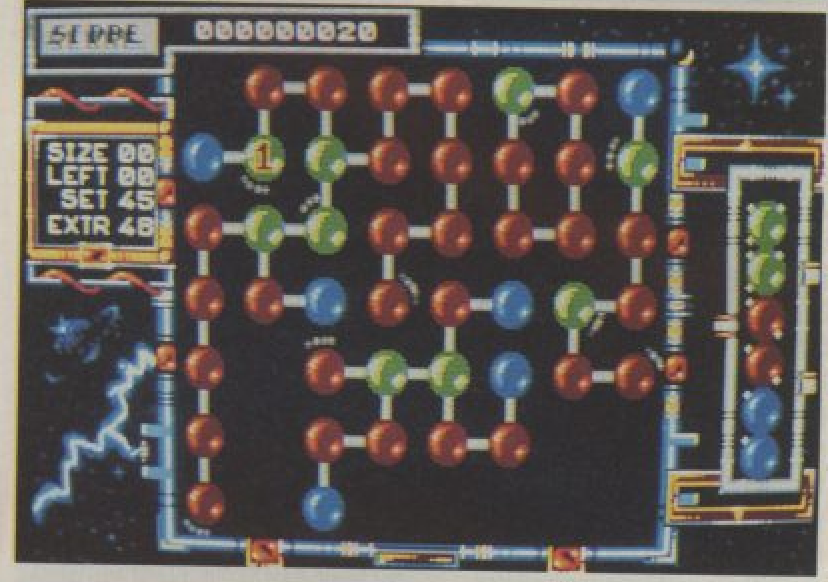


WRECKERS

AUDIOGENIC £25.99

Denton Designs unleash their latest 16 bit extravaganza onto an unsuspecting world in the form of this forced-perspective 3D adventure. In this race against time and green amoeba-like aliens called Plasmoids, the player is cast as controller of a deep-space beacon whose task it is to ensure that the thing runs smoothly, whilst at the same time ridding the beacon of Plasmoids. Whilst the plot doesn't sound too interesting, the game itself most certainly is. Running around the beacon, repairing numerous broken-down pieces of equipment, and at the same time killing waves of aliens eats up time, which is not on your side as the beacon is primed to explode within the hour! Fun and japes all round, and pretty graphics into the bargain!

OVERALL 82%



ATOMINO

PSYGNOSIS £25.99

This second Psygnosis title is a puzzle game programmed in Germany, which would explain why it lacks the graphical delights usually found in their other wares. The idea is to build molecules from various atoms. That's it, nothing else. No rescuing princesses or saving planets, just simple molecular science. It's rather a lot of fun, too - very much a member of the Tetris School of Puzzling. As you'd expect, the more levels completed the harder they get, and you can soon find yourself hooked, attempting to get yourself out of a spot. Highly recommended to thinkers, this one.

OVERALL 82%



BYTE SIZE C 64

Even more budget titles in the C64 Bytesize, which are given the once over by Messrs Rand and Gla ncey, The Two Paulies. Take it away, lads...

RENEGADE III

HIT SQUAD £3.99

Hard Mr Renegade's girlfriend has been kidnapped AGAIN, and he has to rescue her AGAIN, but this time things are more tricky. Her captors have taken her back in time, and Renegade has to warp back to Stone Age days, and kick in a load of cavemen and dinosaurs to reach her. Unfortunately, that's just the beginning, as Renegade has to chase the miscreants through the timestreams, beating up mummies in ancient Egypt, knights and dragons in Medieval times... you get the idea. Unfortunately, while this looks really smart (the sprites are incredibly detailed), Renegade III's gameplay is frustrating, mainly because your bloke is very difficult to control accurately. Even more annoying is the fact that the smallest enemies are the hardest to beat because low punches are most difficult to use!

OVERALL 69%

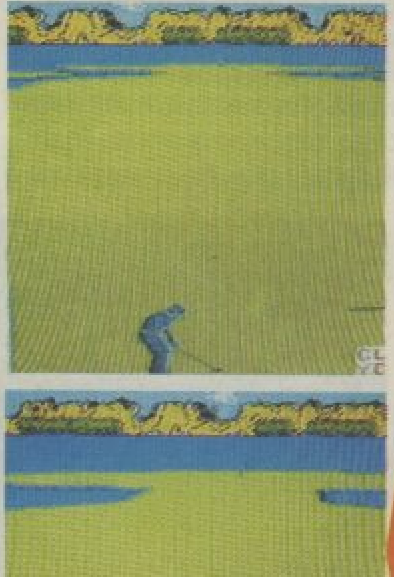


AMERICAN 3D POOL

ZEPPELIN £3.99

Where the American bit comes from we don't know, as this is a simulation of good old English Pool, as well as Billiards and with a Trick Shot editor thrown in to boot. Play the computer or a chum, and enter either the league or championship, and take the Pool title! Although there are a few dodgy bits such as the way the computer can always manage to get itself out of a hopeless snooker, this game isn't too bad at all. Long-term qualities are highly questionable, but if you've got a few gold ones jangling in your trousers, give it a shot.

OVERALL 75%



SDI

HIT SQUAD £3.99

Take control of a Strategic Defense Initiative satellite in this conversion of the Sega coin-op. Once positioned in orbit you have shoot down enemy missiles headed for the USA with the built-in laser cannon. If you really want, you can play with a friend, one player steering the satellite while the other guides the laser sight. It's all a bit like an updated version of Missile Command, and while it's not particularly addictive or attractive to look at it's a fair buy for four quid.

OVERALL 72%

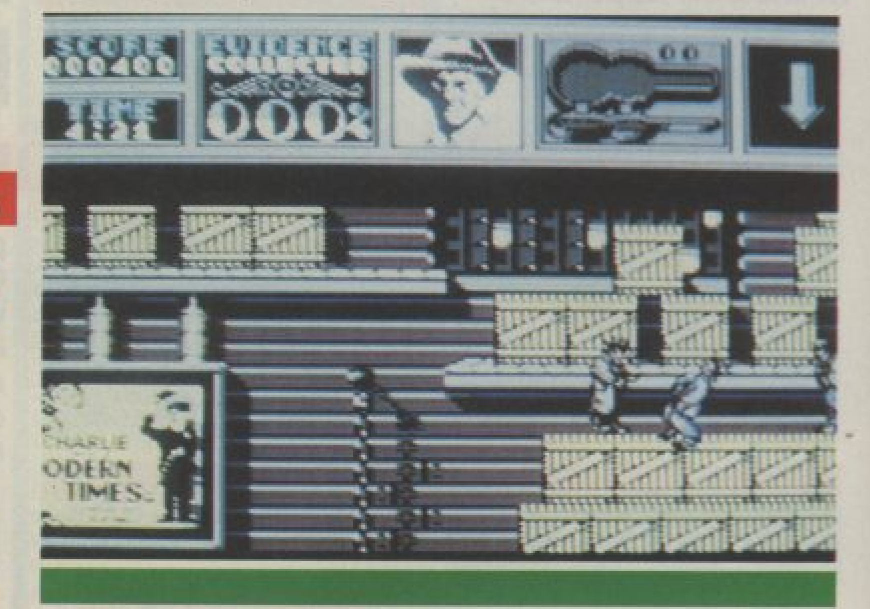


THE UNTOUCHABLES

HIT SQUAD £3.99

Join Elliot Ness and his squad of G-Men in this six-section crusade to arrest Al Capone, and fill as many of his lackies full of lead. This was a departure from Ocean's usual film license formula of platform/puzzle/driving games, and as a result is just as interesting to play as it was when it was first released. The games does consist of platform sections (no escaping that I suppose), but the rest of the game is mostly 3D shoot-outs which look great and play nicely too. A very worthy cheapo.

OVERALL 88%



MULTIMIXX 3

KIXX £4.99

Capcom's Street Fighter (beat 'em up), 1943 (shoot 'em up) and Bionic Commando (swing 'em up!) may have been classic arcade games, but this collection of conversions amounts to a real mixed bag. Street Fighter was, is and always shall be horrendous and 1943, as well as being very dull, is incredibly easy to complete. Bionic Commando, on the other hand, is one of the best conversions to ever grace the C64, and it's really the only possible reason for buying Multimixx 3. If you already own that, don't bother.

OVERALL 60%

BYTE SIZE

GAME GEAR

Game Gear owners get their first Bytesize this month, as Paul Glancey plugs in and finds that Shinobi isn't the only good game on the machine... Our review carts were very kindly loaned to us by Console Concepts (on 0782 712759) and Advanced Console Entertainment (071 3830480). Chase HQ and Devilish are also officially available in the UK.

CHASE HQ

SEGA £24.00

Join two top car cops in this race and chase conversion of the hot arcade game. Driving a squat Porsche, you have to belt up the highway, avoiding the law-abiding drivers (for which you score points) and hunting down a criminal in another speedmobile, finally bumping him off the road before time runs out. This version of the game is even faster and smoother than Master System Chase HQ, and it even has a few extras, such as a route map and spare parts which provide extra speed and bump power. Shinobi was the first game that made the Game Gear worth buying - this is the second!

OVERALL 90%



HASTLE GOLBY!

SEGA £24.00

This bizarre game lives up to its bizarre title! Golby controls the conveyor belts in a factory, and he has to switch over junctions in the belts so that the nice stuff that comes out of the machine gets to the people waiting at the bottom - easy, if it weren't for the patrolling security guard who for some reason wants to lock Golby up. This is such a simple game, it comes as a major shock to discover that it's such fun to play. Definitely worth putting on the shopping list - preferably somewhere near the top.

OVERALL 85%



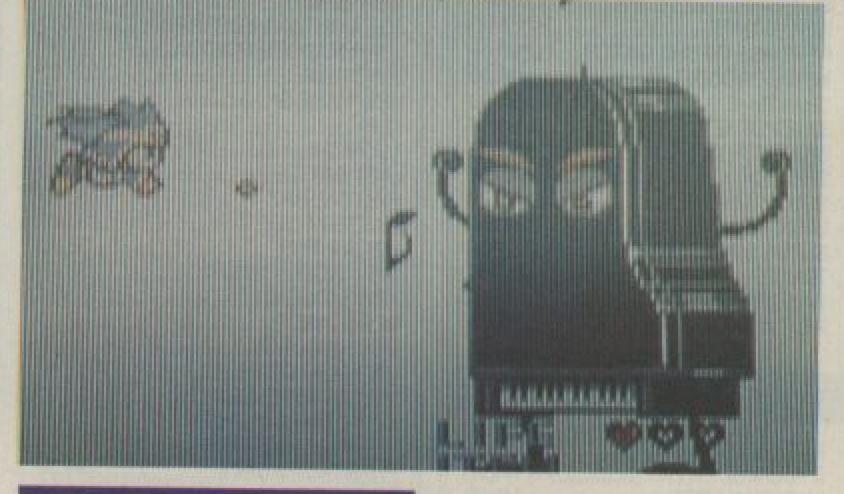


DEVILISH

SEGA £24.00

Here's an odd game. It's a cross between Breakout and pinball, set in a scrolling maze of gravestones and ghosts! Your objective is to bash as much of the scenery out of the way, while keeping your ball from running off the bottom of the screen using a bat, which, at the push of a button, changes shape. It sounds odd and it is, but at the same time it's quite good fun, and it makes a refreshing change from ordinary bat and ball games. One to try before you buy, but it's certainly one of the better GG titles so you should be impressed.

OVERALL 80%



MAGICAL GUY

SEGA £24.00

An odd Japanese import, this, being a shoot 'em up which starts in (what looks like) the corridors of a school?! Guy is magical insofar as he can fly through the air, zapping any evil monsters that come his way, and he has a special Magical Gal who gives him an extra weapon when she meets him. There, told you it was odd. Actually, in spite of its oddness, it's not a bad game. The graphics are nice and smooth (especially the bosses), and the action is, well, not rivetingly exciting, but we've seen worse on the Game Gear.

OVERALL 70%

C & N C



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BY VIRGIN GAMES

We've had almost every sport imaginable on our screens lately, on both TV and computer, football, rugby, cricket, tennis, ice hockey - even Indian female wrestling! All of them call on the power of the participants in order to gain results, but that's not so snooker; a keen eye and a lot of practice are all that are required to succeed in this silent pastime. There've been many snooker sims gracing most machines, and here's another one - enter Jimmy White's Whirlwind Snooker.

Except this isn't yer normal 2D, look-down-on-the-table kind of computer snooker. In Whirlwind Snooker the player is treated to full 3D views of the action from any angle desired! Zoom in and out on individual balls, take a look at a prospective shot from directly behind the white - even have a butcher's from the pocket which you're hoping to pot the ball into!

Apart from that, the game's the same as it has been since time immemorial. Pot all the reds, with a colour after each one, followed by the colours in order of yellow, green, brown, blue, pink and black ("Snooker Loopy nuts are we, We're all Snooker - Loopy!" Courtesy Matchroom Mob Crap Songs Inc). There's the usual player set-up screens, and even an option to create your own trick shots!





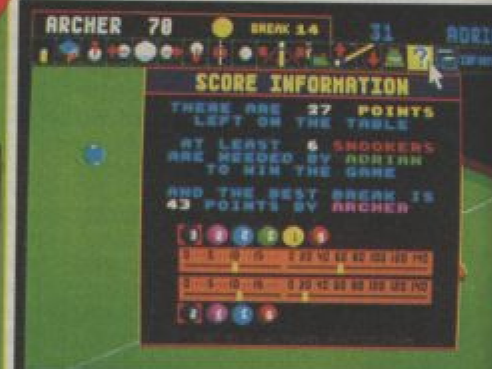


Coming from Archer McLean, who kept teenagers around the world up into the early hours with Dropzone and International Karate +, this was expected to be something a bit special. But no-one told us it was going to be THIS good! Jimmy White's Whirlwind Snooker is simply incredible, with super-fast, pixel-perfect scrolling 3D, and an ultra-realistic game of snooker to boot. Honestly, turn off the lights and shut the curtains and you'll believe you're the Whirlwind himself, in the smokey Crucible Theatre lining up that match-winning pot! Even if you, like me, are utterly hopeless at snooker, you can't fail to be hooked - in fact, just like the real thing, practice does reap its own rewards and you begin to instinctively discover the best places to hit the ball, when to put side on - you even have to chalk the cue! These screenshots really can't do the graphics justice, and they certainly can't show how well the 3D works when the balls are moving. If you're the sort of person who likes prodding balls with a piece of wood, there is nothing - I repeat, nothing - to even come close to Jimmy White's Whirlwind Snooker!

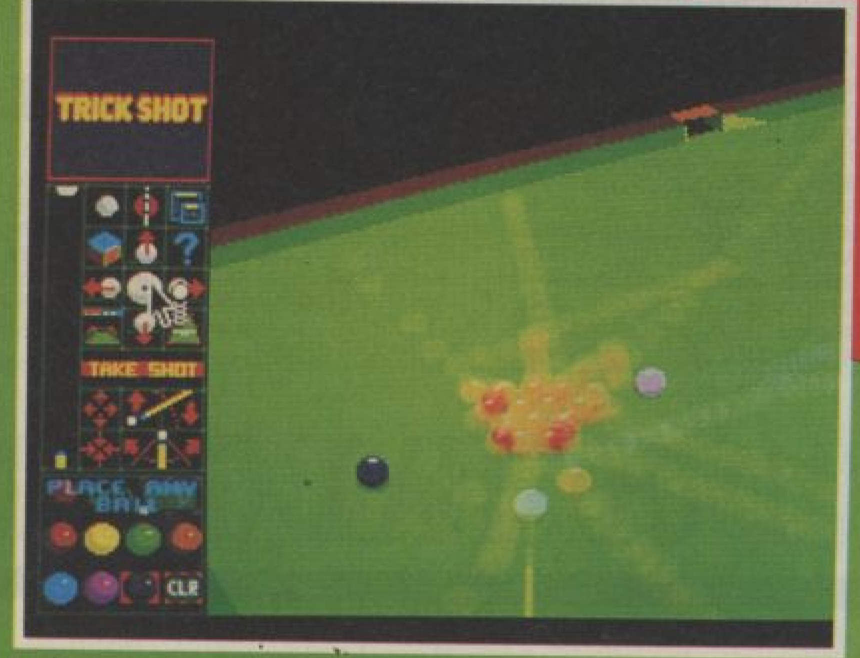
PAUL RAND

UPDATE

Don't get your balls in a tangle, Amiga owners - Jimmy White's Whirlwind Snooker is on cue for release at the same time as the ST version!

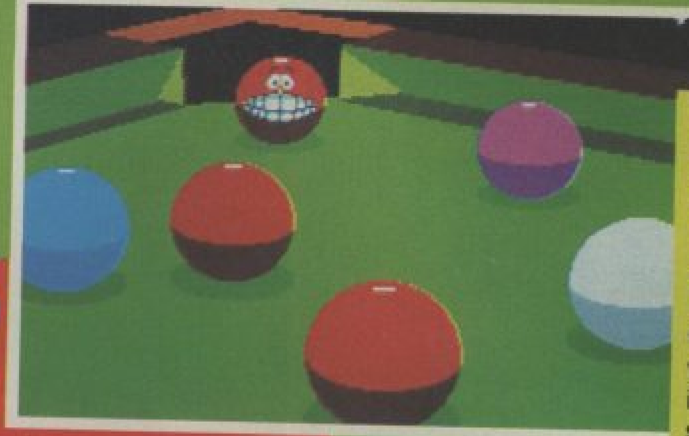


▲ KERPOW! What a shot!

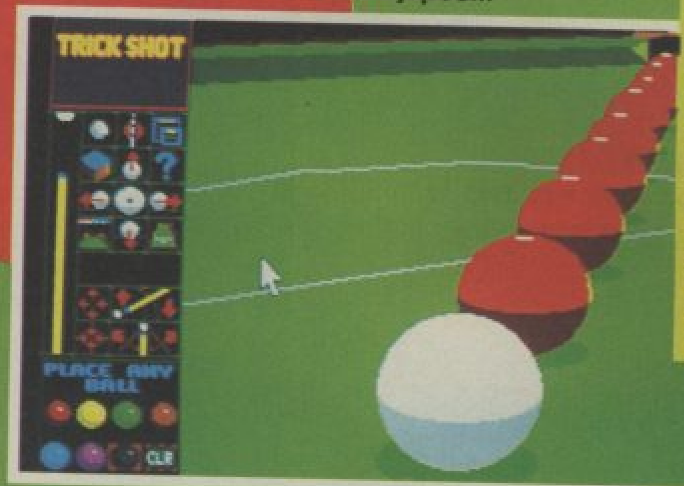


▲ Now THAT wasn't very good...

JIMMY WHITE'S Whirlwind SNOOKER



▲ Another of Archer's little japes...

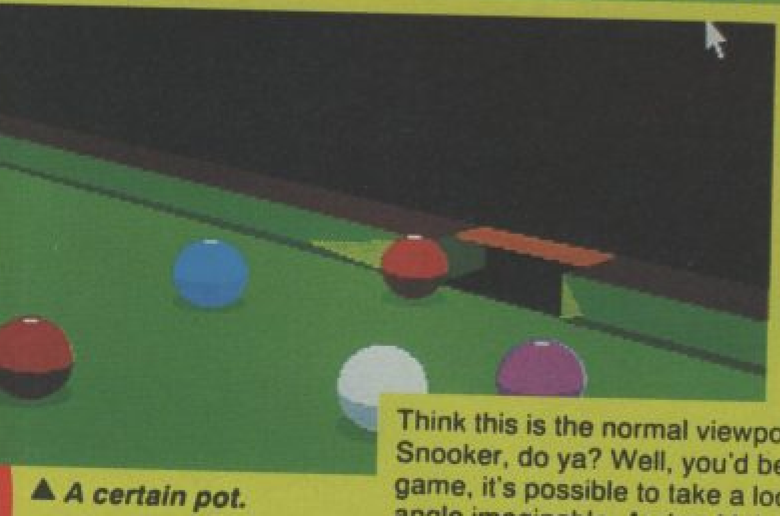


◀ Should be a spectacular trick shot!

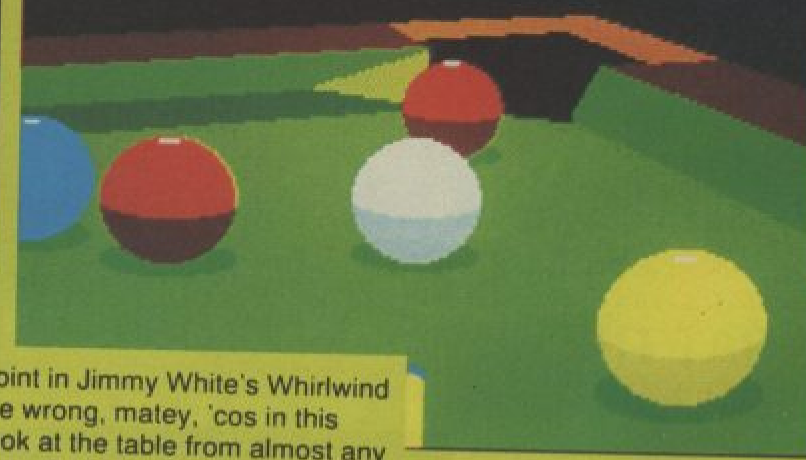
SNOOKER SHOW-OFF? HERE'S YER CHANCE!

Ok, so you may find that you're a complete Joey when it comes to snooker, but why should that spoil your enjoyment of the game? Just click on the Trick Shot option and open up a whole new dimension of spherical sauciness! Just pick up a few balls, put them wherever you want 'em to go, and then try and pot them like the professionals do when they're not playing in competition! Sheesh, if only I could earn a living that way...

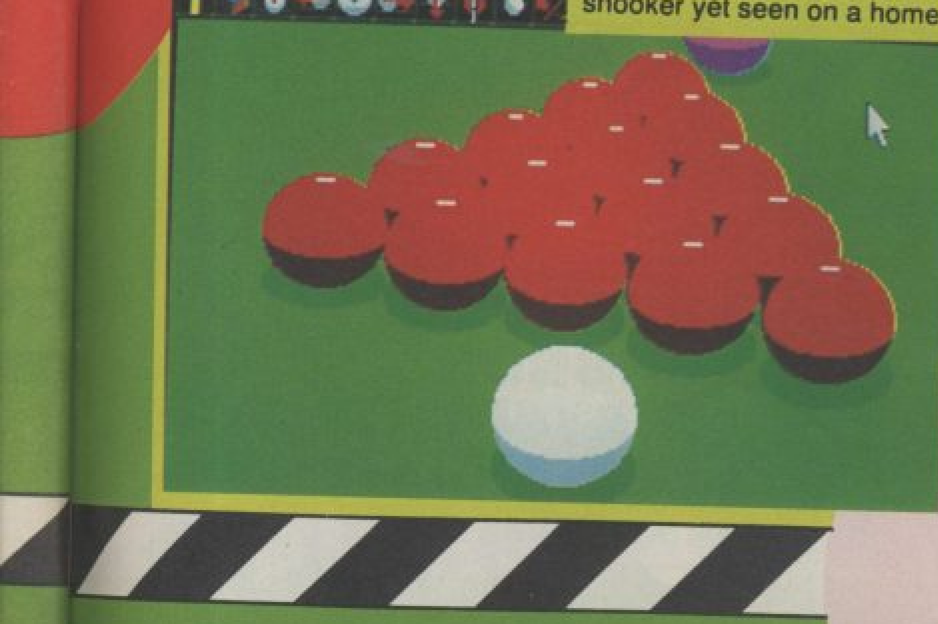
LOOKING AT IT FROM ANOTHER ANGLE



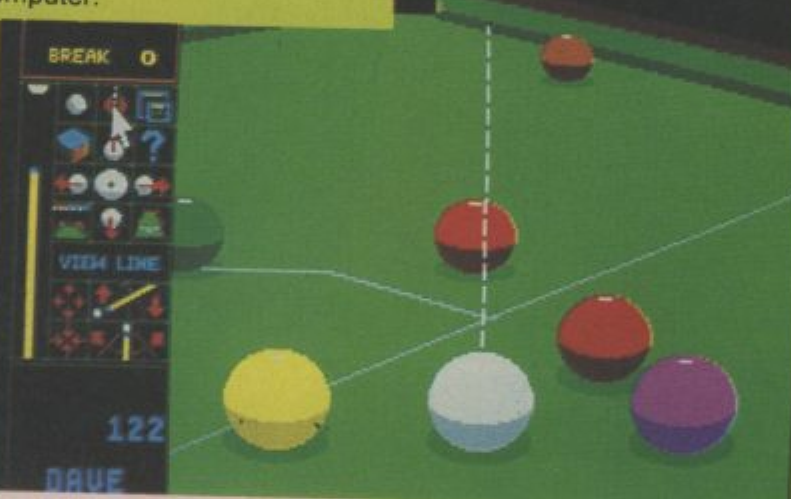
▲ A certain pot.



Think this is the normal viewpoint in Jimmy White's Whirlwind Snooker, do ya? Well, you'd be wrong, matey, 'cos in this game, it's possible to take a look at the table from almost any angle imaginable. Archer McLean has cracked the problem of creating fast, realistic 3D and at the same time has come up with what is undoubtedly THE most realistic simulation of snooker yet seen on a home computer.

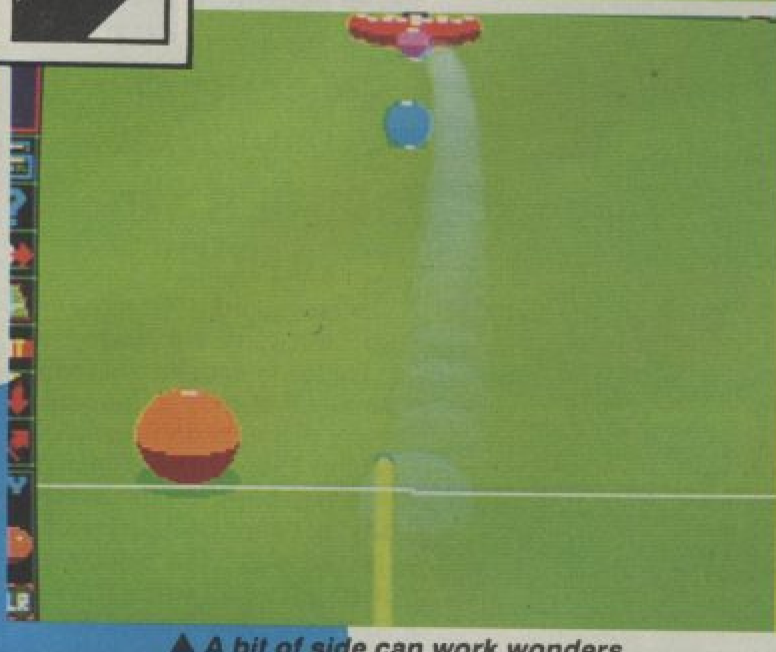


The direction indicator
▼ helps out.

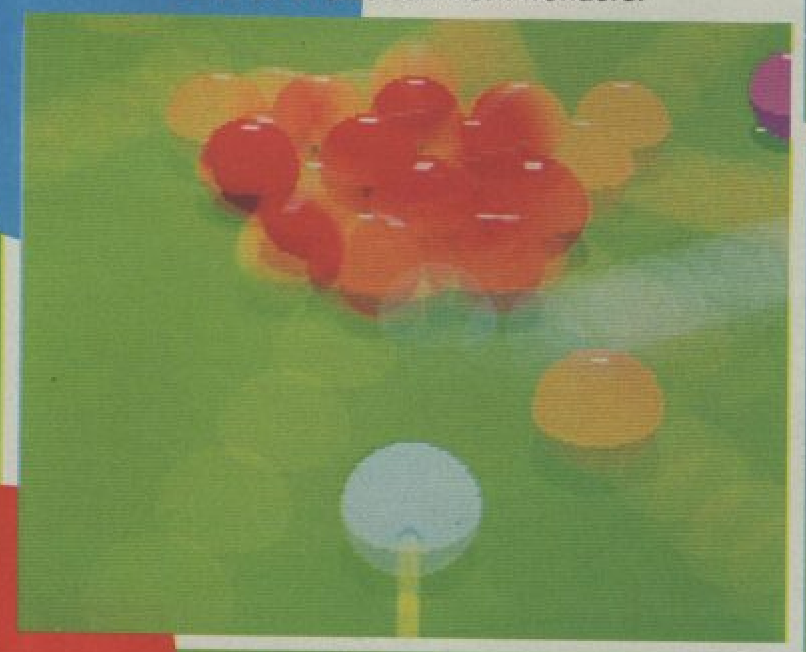


REVIEW

JIMMY WHITE'S WHIRLWIND SNOOKER



▲ *A bit of side can work wonders.*



▲ *PCLACK! Great pictures these, eh?*



If you've got a snooker table you might as well make yourself some money and sell it now. This game takes up less space in the living room and is so realistic you might as well be playing the real thing! The 3D is stunningly fast and smooth, and the motion of the balls is perfect - obviously all-important to a Snooker game. The range of options is exemplary, so you can view anything from any angle and, with practice, play any shot just as you would in the real game. The only thing missing which I would have liked to see is a Replay Shot option, because you can play some pretty spectacular shots. The computer opponents are all challenging players and Jimmy White himself is astonishingly good. If you fancy taking on the master or even if you're only vaguely interested in Snooker this is a game that you must try out, because it's a perfect conversion of the sport which has to be seen to be believed!

PAUL GLANCEY

WHAT THE COMMENTATORS REALLY MEAN...

"Forever the showman, the Hurricane" (He'll have another black eye if he's not careful).
"A beautiful pot from the young challenger" (How the hell did he put that one away?).
"There's a tense atmosphere in the Crucible tonight" (This bloke's taking his time, isn't he?).
"There's a £20,000 prize for the highest break of the tournament" (I bet he misses the next ball).
"And the young Scots lad takes the title yet again (Thank God it's over; pint, anyone?).



ST	
GRAPHICS	94
SOUNDS	80
PLAYABILITY	95
LASTABILITY	95
OVERALL	94



REVIEW

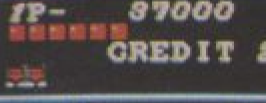
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BY TRECO

Street Smart

You're the toughest kid on the block. Hard as nails, you are. So mean, in fact, that you're not averse to going out of doors in just your jim-jams. But word soon gets round if you're a night-clothed sort of dude - some folk might even think you're a little...weird. And what's the best way to silence the gossips? Take them on in a fight, that's what!

Punch and kick a trail through the baddest lads in town, acquiring extra power and skills the further you progress. There's money to be made in this streetfighting lark too; not only is there a large sum of readies given for each win, but someone is running a book too, and those winnings can be gambled on the next fight. You don't have to bet on yourself either - some of these blokes are BIG, and it may be worth sticking a few shekels on them, now and again!

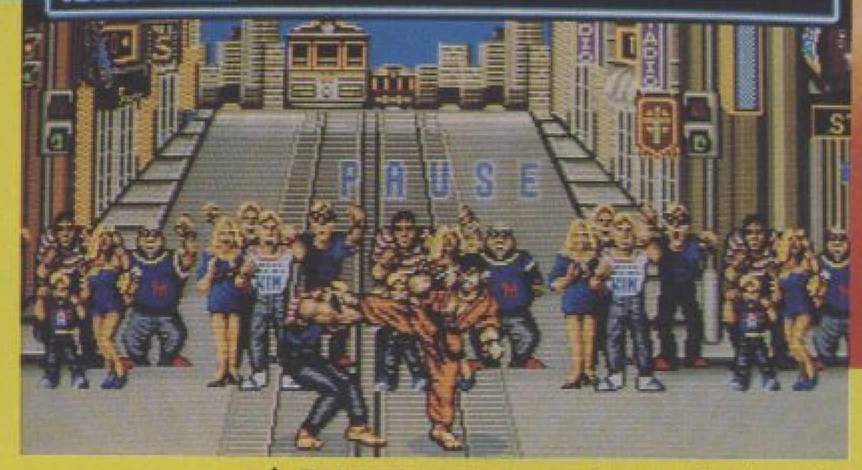




▲ One punch sends this bad-ass flying!

THANKS!

... to Console Concepts for the loan of our review cartridge. Call them on 0782 712759.



▲ Bobby cowers from a foot-to-the-throat!



Beat 'em ups are actually few and far between on the Megadrive, so it's refreshing to see a good example of the genre popping up now and then. And while Street Smart isn't the best ever, but saying that it isn't bad either. Graphically, you can't help but compare it to Streetfighter - big, bold and brash baddies compared to the relatively minuscule main character, and some well-drawn backgrounds into the bargain. The playing area scrolls from left-to-right as opposed to just a static screen, giving room to move around and, more importantly, keep out of the enemy's way, giving time to plan some sort of strategy. And with some of these guys, that's exactly what you'll need to do, it's not just a case of storming in there with fists flying. The betting idea is a good one, although I must say I fail to see any significance in it - it would have been a neat touch to link the winnings in with the purchase of extra training, for instance. Probably my biggest complaint with Street Smart is the lack of moves available - punch, kick, jump and a special move is all you get, and in these days the punters expect to enact their on-screen battles with a flurry of attack options. Having said that, I found Street Smart a playable game, and suitable fodder for those of you starved of the genre.

PAUL RAND

A SELECTION OF STREET FIGHTIN' MEN

BOBBY

He's the young upstart of the circuit. Not the most powerful fighter you'll meet, but don't make the mistake of thinking that he's a pushover!



MIKE

The mad, bad trucker who knows how to handle whippersnappers like yourself. He's got a powerful kick and a wicked double-fisted head smash!





Street Smart

I'VE GOT THE POWER!

The key to success lies in your three attributes - Power, Attack and Defence. All of these are quite low in relation to your opponents to begin with, but can be increased throughout the game. Each time an adversary is dealt with a number of energy units are earned, and these can be shared out between the three categories, depending on the talents of the forthcoming enemy - sometimes you may require extra power, while others might call for a boost to your attacking or defensive skills.

I approached this game with some excitement, not because the arcade game was particularly good, but because the Megadrive really needs a Street Fighter-style beat 'em up. Unfortunately, I was to be sorely disappointed. Street Smart is competently programmed, and fairly playable, but if you're expecting something comparable with Final Fight on the Super Famicom you'll be gravely disappointed. The fact that the sprites are very small wouldn't be too much of a problem if there was a bit more scope to the gameplay. Punch, kick and a fairly unadventurous super-slap special move just don't make for ultra-excitement these days, and when the opponents don't really have much in the way of fighting technique either, the whole thing gets pretty dull. The betting business doesn't add much to the gameplay, nor does the two player mode, in which both players take turns at fighting a baddie, then fight each other. It would have been much better if you could fight the other player all the time. Desperate fight fans may enjoy this, but I suspect the majority of players will find this a disappointment.

PAUL GLANCEY

LARRY

This old sailor man has learned a trick or two during his life on the ocean wave - an energy sapping forward roll-punch, for instance. Not to be toyed with if you don't want to be sunk.



MOE & JONE

Remember Mike? Well, he's had a word with his brothers and here they are, gunning for you. Stronger than their little 'un, and now in stereo, these bovver boys could be more than a match for a loner!



MEGADRIVE

GRAPHICS	80
SOUNDS	70
PLAYABILITY	78
LASTABILITY	56
OVERALL	62

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CVG 09/91

TOP 20

GALLUP ALL FORMATS

THIS		GAME	BY	ON
1	-	BUBBLE BOBBLE	HIT SQUAD	SPECTRUM
2	-	MANCHESTER UNITED EUROPE	KRISALIS	AMIGA
3	-	PROFESSIONAL FOOTBALLER	D&H GAMES	SPECTRUM
4	4	DRAGON NINJA	HIT SQUAD	SPECTRUM
5	2	QUATTRO CARTOON	CODE MASTERS	C64
6	1	MAGIC LAND DIZZY	CODE MASTERS	SPECTRUM
7	6	DOUBLE DRAGON	MASTERTRONIC	C64
8	-	SPIKE IN TRANSYLVANIA	CODE MASTERS	C64
9	-	MULTIMIXX 1 GOLF	KIXX	C64
10	3	DIZZY PANIC	CODE MASTERS	SPECTRUM
11	-	SONIC THE HEDGEHOG	SEGA	MEGADRIVE
12	-	HEROQUEST	GREMLIN	SPECTRUM
13	-	NORTH AND SOUTH	DI	ST
14	8	FANTASY WORLD DIZZY	CODE MASTERS	SPECTRUM
15	7	PAPERBOY	ENCORE	C64
16	-	TREASURE ISLAND DIZZY	CODE MASTERS	SPECTRUM
17	16	CAVEMANIA	ATLANTIS	SPECTRUM
18	-	DIZZY COLLECTION	CODE MASTERS	SPECTRUM
19	-	QUATTRO COIN-OPS	CODE MASTERS	SPECTRUM
20	-	NINJA RABBITS	MICRO VALUE	ST

Budget software rules the roost, with Bubble Bobble appearing from nowhere to top the chart. But look at Sonic The Hedgehog - just missing out on a top ten placing, and it's a single format console game!

CVG CHARTS CVG CHARTS CVG CHARTS CVG CH

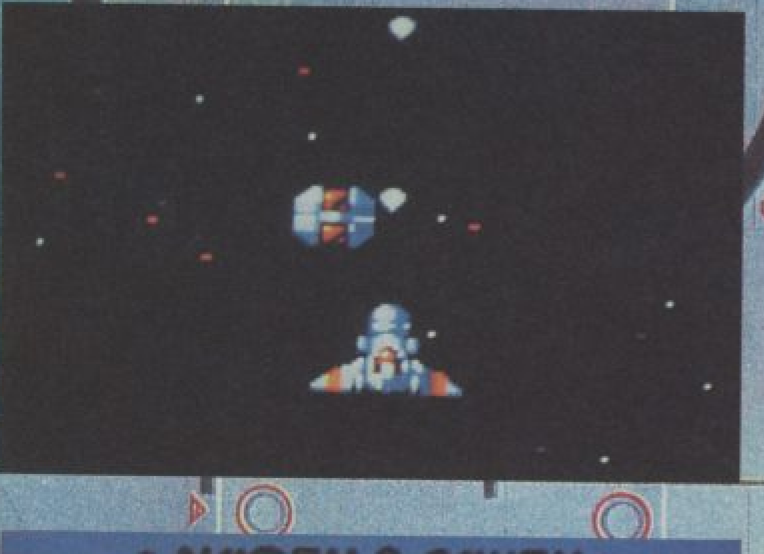
ATARI ST

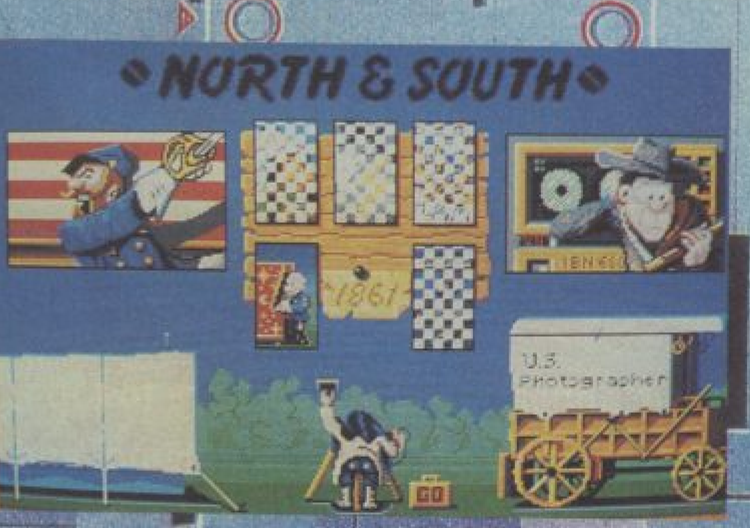
1	-	Manchester Utd Europe	Krisalis
2	2	Xenon 2: Megablast	Mirror Image
3	8	Ninja Rabbits	Micro Value
4	1	Lombard RAC Rally	Hit Squad
5	-	Flames Of Freedom	Rainbird
6	10	North And South	DI
7	-	Pro Boxing	Code Masters
8	-	Treasure Island Dizzy	Code Masters
9	4	Lemmings	Psygnosis
10	12	Fantasy World Dizzy	CodeMasters
11	-	Waterloo	Mirror Image
12	-	California Games	Kixx
13	-	Hero Quest	Gremlin
14	9	Little Puff	Code Masters
15	3	3D Pool	Mirror Image
16	16	GODS	Renegade
17	-	Run The Gauntlet	Hit Squad
18	-	Classic 4	Energize
19	-	Oil Imperium	Rainbow Arts
20	-	Street Fighter	Kixx

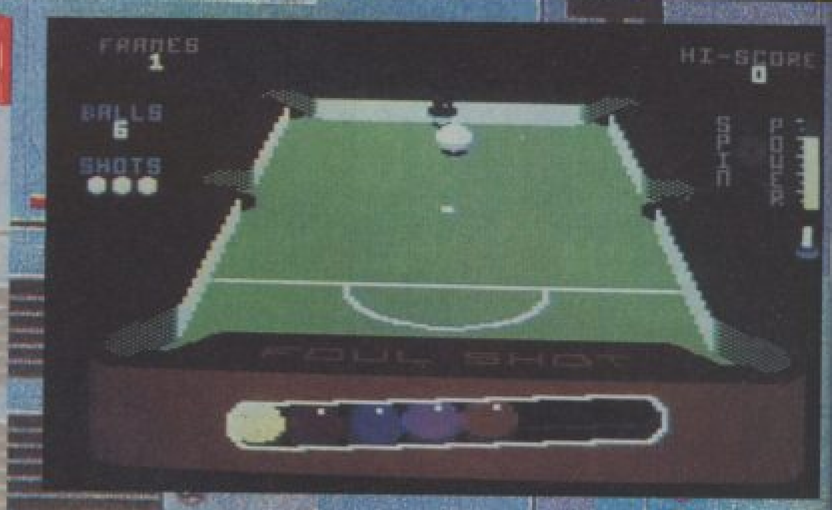
Mirroring their European Cup Winners Cup exploits, Man Utd become champions of the chart at their first attempt. Following close behind is Flames of Freedom and the rest of the chart is mostly cheap and/or nasty (with the exception of Lemmings and Hero Quest).

CVG TIP FOR THE TOP

Has to be either Man Utd Europe or Midwinter 2. We'll stick our necks out and say the latter game will be occupying the top position next time around.







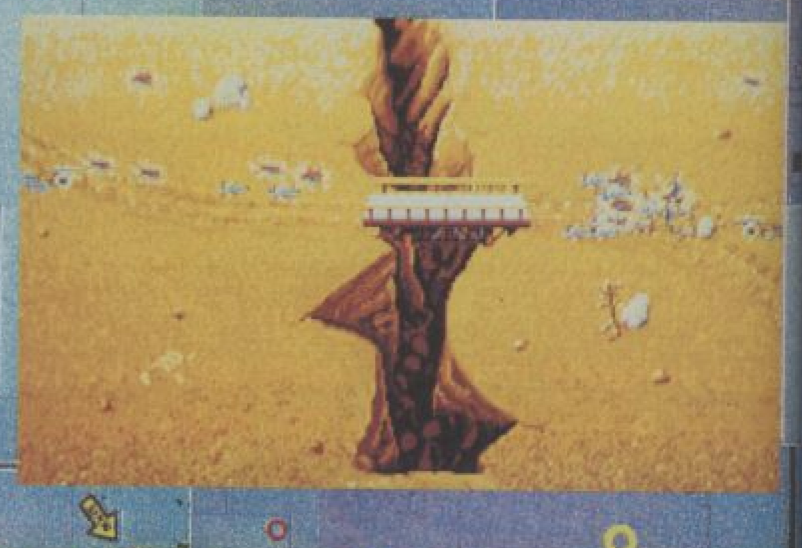
AMIGA

1	-	Manchester Utd Europe	Krisalis
2	-	F15 Strike Eagle II	Microprose
3	-	Full Contact	Team 17
4	12	Secret Of Monkey Island	US Gold
5	7	Xenon 2: Megablast	Mirror Image
6	5	Fantasy World Dizzy	Code Masters
7	-	Lemmings	Psygnosis
8	18	North And South	DI
9	2	PGA Tour Golf	Electronic Arts
10	-	Run The Gauntlet	Hit Squad
11	-	Defender Of The Crown	Mirror Image
12	-	Ninja Rabbits	Micro Value
13	-	Little Puff	Code Masters
14	1	Eye Of The Beholder	US Gold
15	-	Miami Chase	Code Masters
16	3	Lombard RAC Rally	Hit Squad
17	-	Pro Boxing	Code Masters
18	6	3D Pool	Mirror Image
19	-	Toki	Ocean
20	8	Switchblade2	Gremlin

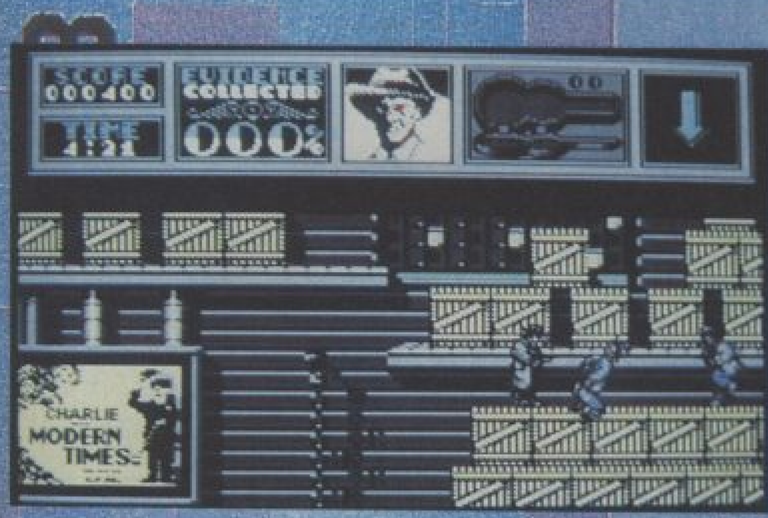
Over half the chart is made up of budget titles - why? There's certainly the quality software out there, so get out and buy it!!! Manchester Utd Europe shoots to number one, leaving even Microprose's excellent F15 II on the touchline!

CVG TIP FOR THE TOP

With the start of the '91-92 footy season just around the corner, expect Fergie's boys to be up there somewhere. Mind you, with the amount of cheap stuff clogging up the chart, you never know.







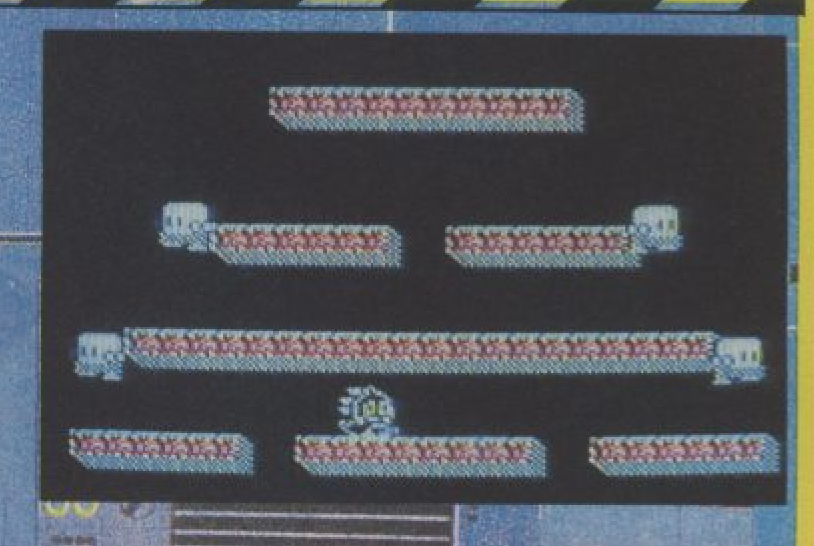
AMSTRAD

1	-	Dizzy Panic	Code Masters
2	-	Quattro Cartoon	Code Masters
3	3	Double Dragon	Mastertronic
4	2	Dragon Ninja	Hit Squad
5	1	Magic Land Dizzy	Code Masters
6	-	Bubble Bobble	Hit Squad
7	-	Professional Footballer	D&H Games
8	-	Red Heat	Hit Squad
9	4	Cavemania	Atlantis
10	-	Quattro Coin-ops	Code Masters
11	17	Dizzy Collection	Code Masters
12	8	Multimixx 1	Kixx
13	-	Big Box	Beau Jolly
14	10	Quattro Firepower	Code Masters
15	-	4 Most Speed Stunts	Alternative
16	-	Super Scramble Simulator	Kixx
17	-	Untouchables	Hit Squad
18	-	Paperboy	Encore
19	6	Quattro Racers	Code Masters
20	13	Scooby Doo & Scrappy Doo	Hi-Tec

Magic Land Dizzy gets knocked off the top slot! Don't get too excited though, it's only by the latest in the egg-man's series. All but one of this month's Amstrad top twenty are budget titles, so it's nice to see a seventeen quid game flying the flag for big-spending CPC owners, in the form of Beau Jolly's Big Box compilation!

CVG TIP FOR THE TOP

Bound to be either Dizzy, or else one of the clutch of cheapie compilations doing the rounds at the mo.



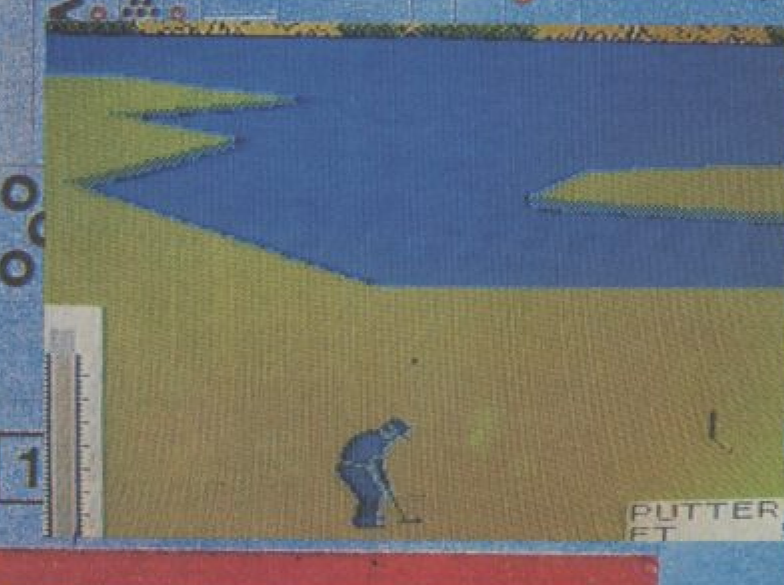
C64

1	-	Bubble Bobble	Hit Squad
2	-	Spike In Transylvania	Code Masters
3	-	American 3D Pool	Zeppelin
4	4	Dragon Ninja	Hit Squad
5	3	Multimixx 1 Golf	Kixx
6	7	Double Dragon	Mastertronic
7	2	Quattro Cartoon	Code Masters
8	-	Professional Footballer	D&H Games
9	1	Magic Land Dizzy	Code Masters
10	5	Paperboy	Encore
11	16	Cavemania	Atlantis
12	6	CJ's Elephant Antics	Code Masters
13	19	Dizzy Collection	Code Masters
14	-	Quattro Coin-ops	Code Masters
15	-	Out Run	Kixx
16	-	Renegade 3	Hit Squad
17	-	Scooby Doo & Scrappy Doo	Hi-Tec
18	-	Creatures	Thalamus
19	8	Red Heat	Hit Squad
20	-	Forgotten Worlds	Kixx

Bub and Bob bubble up to the highest heights of the C64 chart this month, leap-frogging over the competition and relegating Magic Land Dizzy to ninth place. It's good to see Thalamus' fab Creatures waving the flag for full-price software - more of the same, please!

CVG TIP FOR THE TOP

Bubble Bobble could hold its own for a while yet, but we're putting our money on Out Run to hit the top spot. Possibly.



CVG CHARTS CVG CHARTS CVG

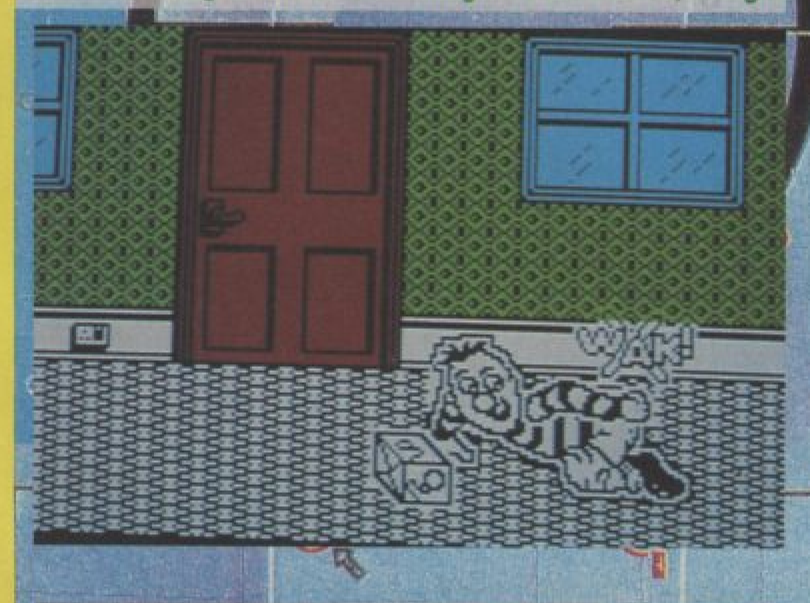
SPECTRUM

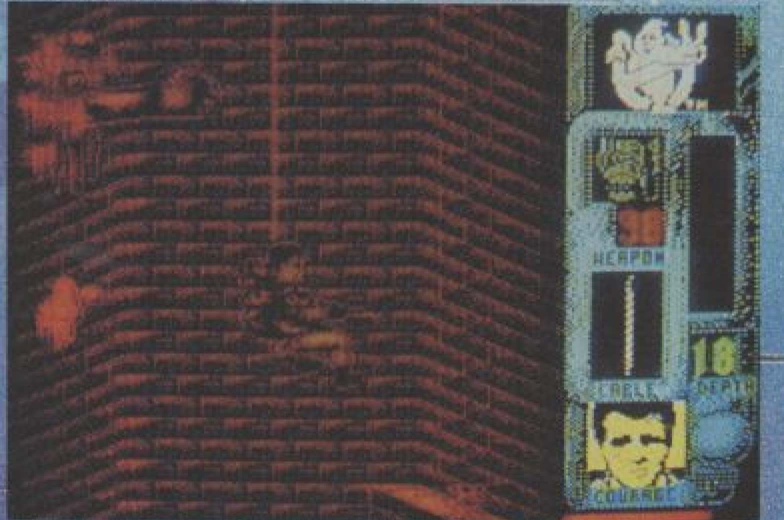
1	1	Bubble Bobble	Hit Squad
2	10	Professional Footballer	D&H Games
3	3	Magic Land Dizzy	CodeMasters
4	2	Dizzy Panic	Code Masters
5	4	Slightly Magic	Code Masters
6	5	Dragon Ninja	Hit Squad
7	7	Quattro Cartoon	Code Masters
8	6	Hero Quest	Gremlin
9	12	Spike In Transylvania	Code Masters
10	15	Multimixx 1 Golf	Kixx
11	-	Ghostbusters 2	Hit Squad
12	-	The Match	D&H Games
13	8	Kwik Snax	Code Masters
14	-	Treasure Island Dizzy	Code Masters
15	9	Continental Circus	Hit Squad
16	11	Cavemania	Atlantis
17	-	Operation Wolf	Hit Squad
18	16	Euro Boss	E&J
19	18	Double Dragon	Mastertronic
20	-	Viz	Virgin

Seventeen out of the top twenty are budget, with Bubble Bobble holding the numero uno position, and no less than seven slots filled by the Codies! Golly!

CVG TIP FOR THE TOP

Who knows? If it's going to be budget, Bubble Bobble is the most deserving. Could be something from the Codies, though.





GAME BOY

1. Super Mario Land
2. Double Dragon
3. Gargoyles Quest
4. Spiderman
5. Revenge Of The 'Gator

Hardly surprising, but that big-nosed plumber holds on to the top of the official Game Boy chart.

CVG TIP FOR THE TOP

A lot of top carts in there, but unless Nintendo release something really amazing, it's going to take a lot to topple Mario.



NINTENDO

1. Nintendo World Cup
2. Super Mario Bros 2
3. Gremlins 2
4. Mega Man 2
5. Tecmo World Wrestling
6. Gauntlet 2
7. Snake Rattle And Roll
8. Duck Tales
9. Super Off Road Racer
10. Track And Field 2

Crabby World Cup blunders its way to the top of the NES chart, leaving behind it a wealth of infinitely better carts. Have you Nintendo owners no taste? Let's see better things next month...

CVG TIP FOR THE TOP

With so much software out for the NES, who can tell what will hold the coveted number one slot next month. It's high time Gremlins 2 was up there, though.




STORM
SALES CURVE
SO CUTE... IT'LL MAKE YOU PUKE!!
Something very bizarre has happened in the fairy village... the inhabitants have changed from chummy chappies into fluffy fiends! It's so bad they've even gone and kidnapped the beloved"Mom" of our angelic fairy heroes, Tam and Rit.
Now she lies captured in the top of the Maboots Tower where she can only be saved by whopping anything cuddly on the head with their magic rods.
So cute... it'll make you puke?
FIND OUT IN SEPTEMBER.
RODLAND
Screenshots from Amiga version.
Amiga, Atari ST - £25.99
C64 cassette and disk - £11.99, £15.99
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REVIEW

MASTER SYSTEM £34.99

BY TECMAGIK

The battle of Good versus Evil is a common cause, and can be found in most games in one form or another. But Populous takes the fight to its highest level - God taking on the Devil in a tussle for ultimate control of the world.

Being deities, though, you won't find these two slogging it out in a boxing ring; no, as you'd expect, it's the poor followers who must take the flak. Populous is all about faith-building, closely followed by faith-smashing. Each god must build up his followers by giving them ever-bigger houses in which to, erm, procreate and become fully paid-up members of whichever faith they belong to. Once enough people are available, the gods then pit them against one another in simple, honest-to-goodness fighting, until one or another race is wiped out.

Good and Evil have other tricks up their sleeves, however. If things start going badly, and providing they have enough believers, they can invest that faith in a little divine intervention to tip the balance and hopefully win control. And once that happens, it's onto the next level, where holy high-jinks get that bit trickier.



▲ *Lots of mini-castles, just waiting to join together...*



SECTS AND VIOLENCE

More wars have been fought over religion than for any other reason, and Populous is no exception. Once a large enough army of believers has been assembled, it is possible to pit them against the enemy in a number of ways. The simplest is to click on the crossed-swords icon which instructs your followers to randomly attack the opposition. The most effective form of violence, however, is only possible once enough faith has been accumulated. Selecting a follower as a fighter and then choosing the helmet icon turns him into a knight, with instructions to kill the enemy and destroy his homes, and that's all he does until his death - sort of a biblical Terminator. The best thing about the knight is that, should he come across people of his own faith, he'll absorb the energy of that chap to become even more powerful!

CVG HIT

POPULOUS



▲ Enemy territory. Time for EARTHQUAKE POWER!

MORE FOR YOUR MOONEY!

The computer versions of Populous offered only four types of worlds to conquer, but with the Master System, Tekmagic have taken those, bolted on the contents of the Promised Lands expansion disc and added some of their own - making a staggering FIVE THOUSAND LEVELS! That's a lot of levels, and a lot of holy wars.

UPDATE

Populous has been available on Amiga, ST and PC for some time now, and the Megadrive and Super Famicom versions appeared not too long ago. All are absolutely brill (even if the Megadrive game struggles to keep up with the pace of the others) and are well worth buying, along with the Promised Lands expansion disk for extra levels (sorry, only available on computer versions!).

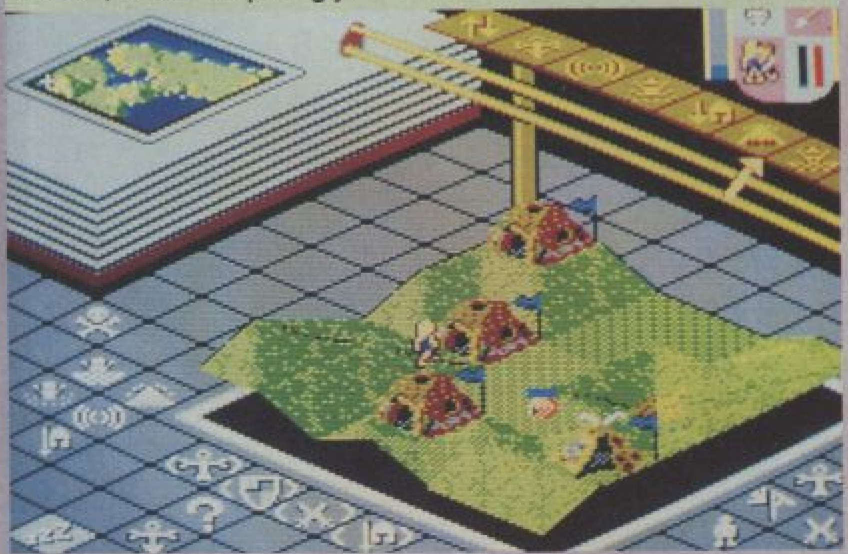
I must admit I had my reservations on seeing the Populous cart lying on my desk. I simply didn't believe that such a product could be successfully converted to a console such as the Master System - after all, Bullfrog (creators of the original 16 bit versions) had a hard enough job putting the game on the Amiga! But I was absolutely flabbergasted at what TekMagic had achieved! Start playing and you won't believe you're using an 8 bit Sega. Graphically it's extremely close to the 16 bit versions of the game, but what is most noticeable about Master System Populous is the speed at which the landscape scrolls - it's incredibly fast! And, unlike the pretty sloppy Megadrive conversion, 8 bit Populous has a redesigned control method which suits joypad play perfectly. It's heartening to see that stuff other than flickery shoot 'em ups being released for the Master System, and when that stuff has the quality and depth of Populous, it makes you wonder why you upgraded to a Megadrive in the first place.

PAUL RAND

Being down at the seaside is no fun when arcades haven't been invented.

MAKE A QUAKER WITH MANA

The faith which increases the more people join your sect is called Mana, and Mana can be used against the opposing god in some quite spectacular ways. As has been mentioned, enough Mana allows the creation floods, earthquakes and even volcanic eruptions! And remember, the more power you use the more Mana you use up, and it's a long wait for supplies to increase, so use it sparingly.





When it first came out in 1989 I liked the idea of Populous, but the novelty soon wore off after getting through a couple of dozen landscapes and finding they were all pretty much the same. Luckily this version, as well as being technically brilliant, has the addition of lots of different types of world, a feature which helps stave off any boredom. The 16 bit versions weren't detailed graphically, so Master System Populous manages to copy the look of the game almost exactly, and actually improves on it slightly by the addition of the super-speedy scrolling. The feel of the game has also been accurately carried across, and it hasn't lost any of its features in the translation - all the special powers are in there, as are all the commands, with a fluent command selection system. TecMagik's Populous is a very clever game indeed, and it will knock the socks well-and-truly-off any Sega owner who craves a good strategy game.

PAUL GLANCEY



Evil wins by taking all your towns and castles! Better luck next time...

GAME LOST

	GOOD	EVI
BATTLES WON	26	46
NUMBER OF KNIGHTS	0	0
NUMBER OF TOWNS	0	22
NUMBER OF CASTLES	0	6
YOUR SCORE	500	

MASTER SYSTEM

GRAPHICS	94
SOUNDS	74
PLAYABILITY	92
LASTABILITY	93
OVERALL	92



REVIEW

AMIGA **£25.99**

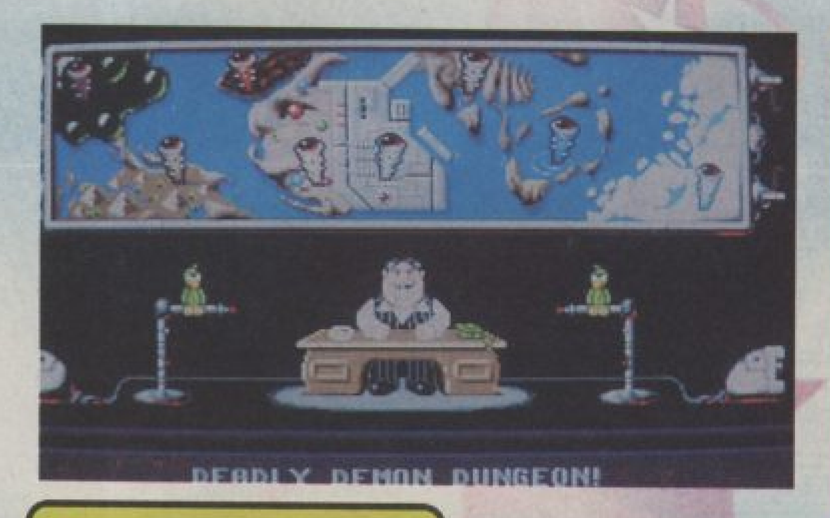
BY 21ST CENTURY ENTERTAINMENT



Why on Earth can't people leave a poor little frog-like alien alone? There's our amphibian lookalike sitting in the bar when suddenly a wise old man approaches. According to him, the evil criminal Uncle has returned and is draining the energy from the life-towers of seven key planets. As only Pogo has any knowledge of the workings of these towers, he has been chosen to take up the challenge of liberating them. Trouble is, this time round there are "Up" and "Down" towers to contend with!

The aim is different depending on the tower. On "Up" towers, the object is to get to the top and destroy the controlling lighthouse found there, whilst "Down" towers require the repair of at least 80% of the damage inflicted by Uncle and his henchmen.

These goals are achieved by travelling across the walkways, using lifts and hidden doors and utilising special items to be found on each tower, whilst all the time avoiding or destroying Uncle's minions - strategically blocking the route. On successful completion of a tower, Pogo must travel to the next by means of one of three subgames, played on land, in the air or through the water.



HIGH-RISE HI-JINKS

Unfortunately, the creators of these tower blocks forgot to build an elevator shaft into the middle! This means that Pogo must walk along the outside platforms, dodging and killing baddies and working out the correct routes along the gangways. Here's a rundown of just a few of the features to be encountered...

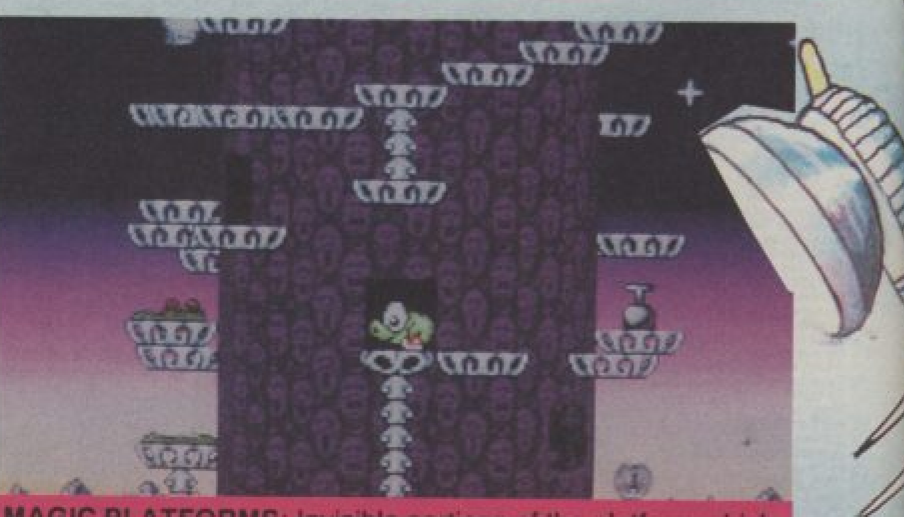


SWITCHES: Change elements of the tower - destroying monsters, uncovering hidden doors and the like.



Same game, different programmer. That just about sums up Nebulus 2. John Phillips, creator of the quite staggering original, has passed on the job of producing this sequel to German team Infernal Byte Systems. Although they've added a few extra ideas to the basic concept of the game, such as the bonus screens and item selections, they really haven't done a lot else with it. Graphically Nebulus 2 is as good as, if not better than, the prequel, and the rotational scrolling of the towers is simply superb. Sound, though, is extremely off-putting - the plinkety-plink tunes are very annoying, and in Nebulus 2 only serve to annoy the player. What grates most, though, is the frustrating gameplay which forces the player way, way back down the tower whenever a mistake is made and which puts Pogo right back to the start whenever a life is lost. There's some dodgy collision detection too: I was a good couple of pixels away from one of the baddies but still was sent hurtling to a watery doom. Sequels are rarely a match for their original concepts, and this rings true with Nebulus 2. Nice to look at, you'd still be better off playing the superior original.

PAUL RAND



MAGIC PLATFORMS: Invisible portions of the platform which appear when trodden on - try walking into thin air if it looks like there's nowhere else to go!







DYNAMITE PLUNGERS: Destroy Tower Pushers, allowing Pogo's safe passage.

GLUE PLATFORMS: Decrease Pogo's speed.

TOWER PUSHERS: Push Pogo off the platform if he attempts to pass.

LIFTS: Carry Pogo between levels of the tower.

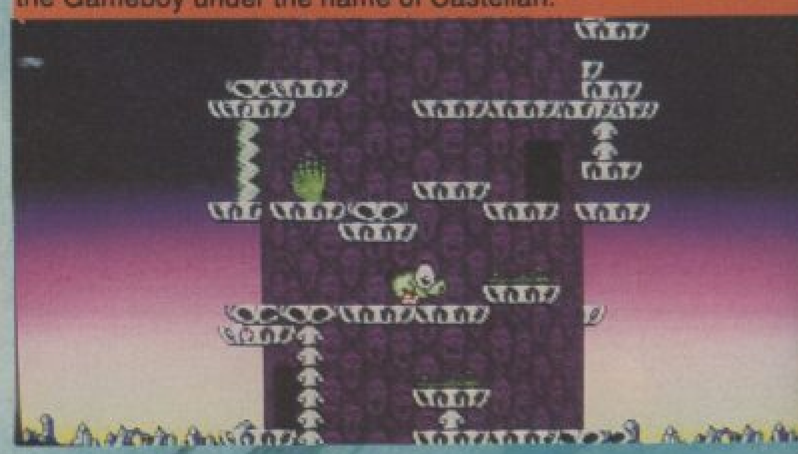


REVIEW NEBULUS 2



SPAWNING A LITTLE HERO

The original Nebulus, published by Hewson, blew everybody's socks off when first published many moons ago. Incredibly simple and yet amazingly addictive, the game flourished across just about every home computer there was. Nowadays you'll even find our froggy little friend doing his thing in fine style on the Gameboy under the name of Castelian.



FROGGY WENT A-COURTING AND HE DID RIDE...

To get from tower to tower, Pogo has access to three distinct types of transport in the sub-games. In the air he rides a pedal-powered helicopter, killing birds and popping balloons by prodding them with the handy spike attached to the base of the chopper. Across land, he steers a donkey through a maze of obstacles, picking up time bonuses along the way. Underwater, Pogo pilots a one-frog submarine through various dangers including sharks, torpedoes and those most horribly horrible of foes the giant air-bubbles of Doom!

...SWORD AND PISTOL BY HIS SIDE

Actually, Pogo has only a single shot gun at his disposal - and it won't kill all the baddies. However, there are extra items to be collected along the way to make tower-taking a tad less traumatic...

KEYS: Open locked doors.
ROCKET: Flies around the tower, destroying whatever gets in its way.
MAGNET: Pulls Pogo upwards onto magnetic platforms.
ALL-SEEING EYE: Shows out-of-view enemies.
BOOTS: Allows Pogo to jump higher.
TRANSPORTER: Gives access to the transport platforms, which whizz Pogo off to other transporters on the tower.

UPDATE

Expect to see Nebulus hopping around on your ST sometime pretty soon. As for other machines, we'll let you know as and when.





It would have been interesting to see how Nebulus II would have turned out if John Philips had finished it, because although the German programmers have put a lot more traps and puzzles into the sequel, it doesn't have quite the same feel any more. It's not just that the naff Euro-funk soundtracks, strange spellings and scintillating graphic effects make it look like an imported demo. One of the most admirable features of the original was that it was simply and logically designed, yet quite difficult to play. The difficulty level in this one has been upped considerably, but, in cramming more puzzles and traps onto the enlarged towers, the programmers have made them incredibly complicated and much harder to learn. There are so many fake platforms, blind alleys and doorways which lead back on themselves that I found myself getting lost all the time, which proved very frustrating. Technically, Nebulus II is amazing, but it'd take a very resilient player to get the most out of the game. If you're buying this on the strength of the original, my advice is to try to have a play before you part with the cash.

PAUL GLANCEY



AMIGA

GRAPHICS	93
SOUNDS	69
PLAYABILITY	72
LASTABILITY	80
OVERALL	79



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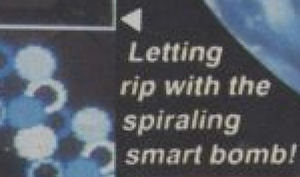
BY HUDSON SOFT

Earth has had enough of these constant alien attacks. Every week some galactic race gets together and has a bit of a chit chat: "Hmm, there's a nice planet, let's go down there and blow the ?!*! out of it, that'll be good for a laugh!". People daren't even go to the shops for fear of a two-thousand megaton thermo-nuclear device falling out of the sky. It's time to get tough.

Unfortunately for Earth's leaders, the armed forces have been totally annihalated by the concentrated spate of armed alien abuse of the planet. Save for one reclusive ex-mercenary, that is. No one has been able to coerce Mr Final Soldier out of his mountain-top hideaway for years, ever since that time in the bar when he had one pint too many and laid waste a large section of Alaska. But the money is right, the ship is hard and the weaponry is of the very best quality. His brief? Hop over to the nearest alien world, and let rip with everything he has - which is quite a lot really.



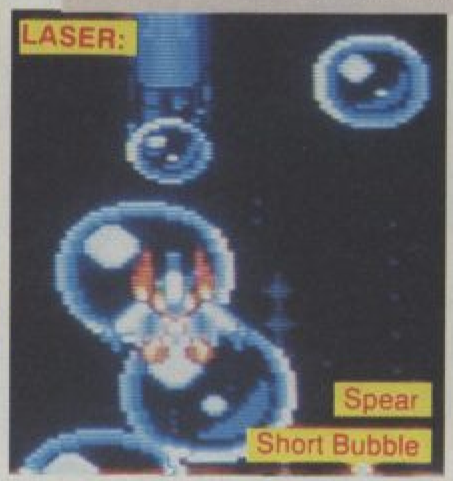




Letting rip with the spiraling smart bomb!

SET YOURSELF UP FOR A KILLING SPREE

On selecting the Set Up option at the start, you're given the option to select exactly which bolt-on weapons you wish to pick up during the game proper. There are four categories of armament - Laser, E-Beam, Fire and Missile, with three types of weapon in each category (apart from Missile, which has two). These allow for the alteration of weapons systems for a particular level, should what you currently possess not be up to the job!











Let me ask a question: If the PC Engine is as much a dead duck as people would have us believe, how come it's attracting software of such mindblowing quality as Final Soldier? What we have here is a top blast, pure and simple. Sorry, did I say simple? The game starts off quite easy, but come the fourth level you'll be trying so hard to stay alive that half the time you'll not notice missiles flying up your rear end because you're desperately attempting to dodge five or six of them lining up in front of your ship! The game is hardly subtle as far as progressive difficulty is concerned, either. One minute you'll be soaring around, popping off enemy craft as though they were fish in a barrel. The next you'll be met with a hail of bullets so concentrated they look like, erm, something very, very concentrated indeed. Graphically, Final Soldier puts most Megadrive shoot 'em ups to shame - and so does the gameplay, for that matter. What I really liked was the opportunity to select the type of add-on weapons you wish to collect before the game has even begun, adding more scope to what is an already excellent blast. Great music and FX too - raucous and catchy - complementing Final Soldier blasting action to a tee. Great fun.

PAUL RAND



Blast battleships on the Ocean Wave.

UPDATE

Do you honestly think Final Soldier could ever appear on anything except the Engine? Forget it!

THANKS

Thanks to Console Concepts (0782 712759) for the loan of the review gamecard.

Here it is: a blast 'em up straight from the jaws of Hell - and yet another runaway winner on the amazing PC Engine. Just when everybody starts to write off this ageing 8-bit machine, along comes a blast so gobsmackingly superb everybody wants to play - leaving all the other machines to gather dust until Final Soldier is finally beaten. This game leaves even the Megadrive looking a bit ragged around the edges - with huge, colourful sprites shifting fast above the super-smooth vertically scrolling backdrops. You'll soon lose count at the sheer number of objects whizzing around on screen - and the gameplay doesn't slow on jot. Ironically, that's the only minor niggle I have about the game: there's so much going on at such incredible speed it's sometimes hard to follow enemy fire and you're blown to kingdom come before you know what hit you! That aside, Final Soldier is a damned fine slice of arcade-quality blasting, and yet another reason why the Engine will still be around when other so-called superior machines are long gone. Buy this!

TIM BOONE

▲ V-shot makes short work of the pod-spitting plant.

DEADLY ALIEN MAYHEM

Final Soldier pits you against worlds of alien scumbags whose sole purpose in life is to blow you away in a hurry. Among the monstrous horrors you'll encounter are spinning discs of doom, spawns of death and laser breathing mega monsters so ugly they make your hair curl. With that lot up against you, it's damn handy you've got a limitless amount of firepower and not a care in the world about using it all...

PC ENGINE

GRAPHICS	94
SOUNDS	90
PLAYABILITY	92
LASTABILITY	94
OVERALL	92



REVIEW

AMIGA **£24.99**

BY OCEAN/ACCLAIM

THE SIMPSONS BART VS. THE SPACE MUTANTS

Yo, dudes! Listen, man - Earth's in serious trouble and its up to us to sort it all out. Check this out: our poor old planet's been invaded by a load of totally unradical aliens - real putrid slimebags, man - and they're trying to build a weapon to take over the whole planet!

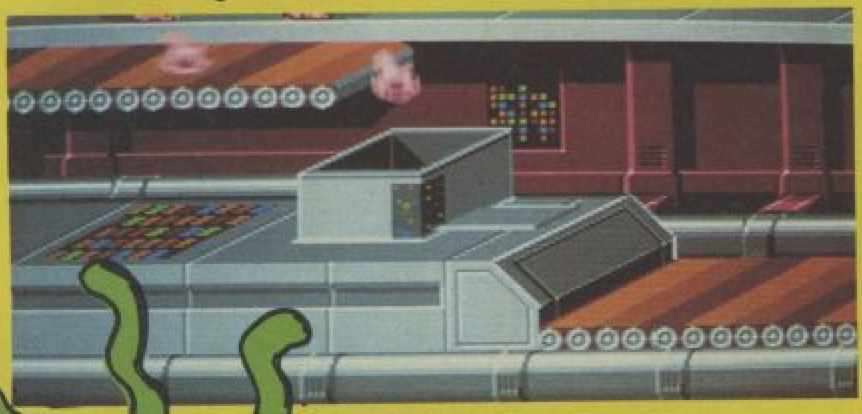
This is serious, dudes, and it's up to me, El Barto to send these space mutants back to wherever they came from before everyone gets taken over by these horrible-headed alien slimebags.

Now how on Earth am I gonna do that? Well, luckily yours truly has himself a pair of totally cool X-ray specs which allow me to see through the aliens' human disguises.

Then I have to hide or wreck the crucial items the aliens need for their super weapon, using spray cans, sheets and just about everything else I can get my hands on!

As if that's not enough, I have those evil dudes Nelson the bully and Sideshow Bob getting in the way. Somehow I've got to persuade the rest of the family to help me out, and you know they never believe a word I say!

That's right, man, we're in big trouble - so I'd better jump on my skateboard and get down to it before everything goes totally crazy..





Wow man! This is tough! As if the space mutants didn't make things hard enough, Bart has to solve some pretty obscure puzzles just to finish off level one. You can get hold of three or four spray cans to paint the purple objects red, but only three things that I sprayed actually changed colour! Dropping washing and tipping paint cans over the awning are both neat tricks, but I couldn't work out what I was supposed to do with all the other bits and pieces. Making things even more difficult is the complicated joystick control which takes a lot of mastering, simply because there's been so much crammed on there. Try to get Bart to run faster or use another object and he'll more than likely just put on his X-Ray specs while you try to work out the correct combination of direction and fire button. I'm sure I would have enjoyed The Simpsons a lot more if I could've got a bit further into it, because the later levels described in the instructions sound more interesting than the first, and I didn't even get to enlist the help of the rest of the family. This has most of the hallmarks of a good arcade adventure, but I fear Simpsons fans expecting something a bit more along the lines of the arcade game may be disappointed.

PAUL GLANCEY



RADICAL BITS 'N' BOBS!

Luckily for mankind, there are a whole host of goodies Bart can collect throughout the game to make his struggle against alienkind that little bit easier. Here's a quick look at some of the great bits and pieces our hero needs:

DART GUN: On display at the museum, each of these also has 12 shots. Thank crikey for that!

SLINGSHOT: You'll find these dotted about at the Krustyland Amusement Park, and with 12 shots apiece they make pretty darned tootin' shootin'...



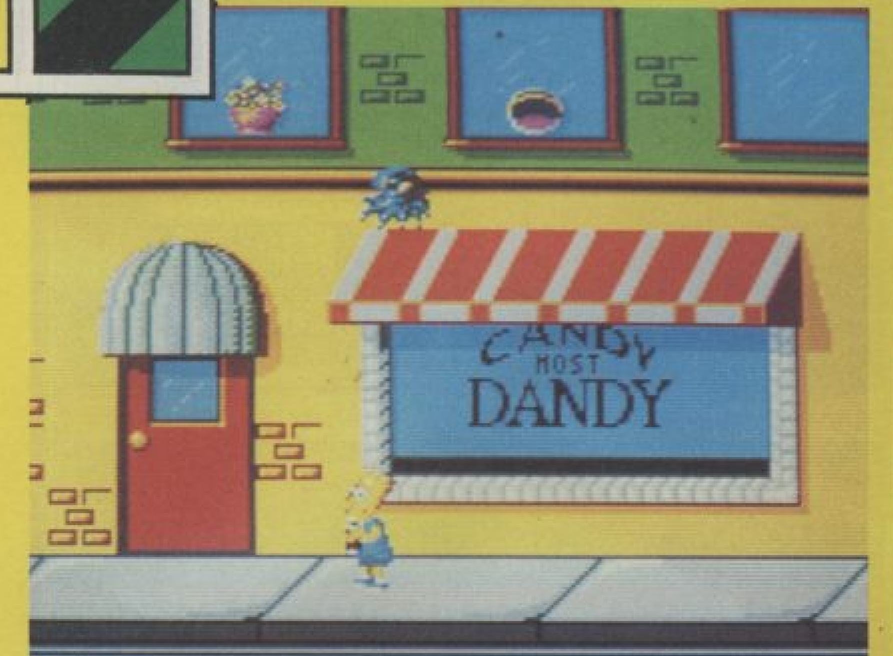
BART'S AMAZING ADVENTURE

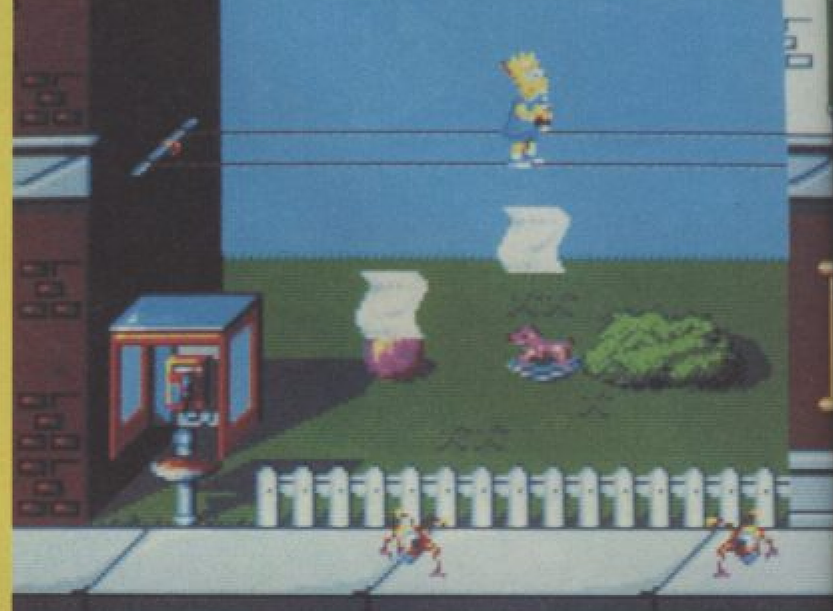
First of all, out on the Streets Of Springfield those darned mutants need all sorts of purple objects for their Ultimate Weapon. They'll get them too, unless Bart can get there first and hide that crucial kit!
Then the action shifts to the Springfield Shopping Mall, where those crazy mutants are looking for hats (hats?) as their second choice for building blocks. It's up to Bart to find as many pieces of headgear as he can and literally knock 'em off!
Over at the Krustyland Amusement Park there are more mutants, this time looking for balloons to transform into a deadly weapon. This time Bart's gotta get rid of that rubber, either by grabbing the balloons or bursting them with his slingshot!
Skating over to the Springfield Museum, our hero discovers that signposts are the next crucial ingredient needed by those out-of-their-heads outer-spacers. To collect them, Bart can use his dart gun - avoiding the laser trip-wires at the same time!
All this leads up to the showdown at the Springfield Nuclear Power Plant, where those aliens need nuclear rods to complete their weapon. Bart has to collect them as quick as he can and shoot down to the basement to put them all back in place! Totally radical, man!

SPRAYPAINT: A crucial piece of kit which Bart can use to hide important items needed by the aliens by simply spraying over them!

COINS: These turn up in all sorts of unlikely places. You'll need them to buy all sorts of goodies including keys, spanners, bombs, rockets, magnets and more! Bart can carry these around and use them whenever they're necessary. Phew!

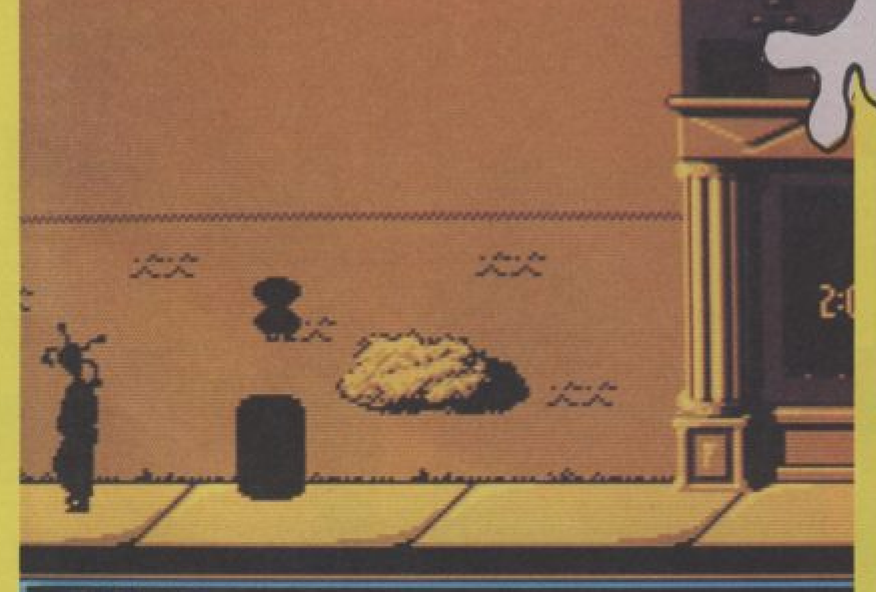
THE SIMPSONS





KEEP IT IN THE FAMILY!

Throughout the game, Bart needs to convince his family that the aliens really have landed. Trouble is, nobody believes the little story-teller! What can poor Bart do to persuade them he's telling the truth? Simple - dispose of enough aliens to provide proof that these outrageous extra-terrestrials actually exist! Each time he totals an alien, another letter spelling out the name of one of the Simpsons appears under his or her picture. Once Bart has collected the lot, that character is convinced he's telling the truth and decides to help out!



This has to be one of the biggest licenses of the year, man - and one of the year's hardest games! I must admit to fearing the worst when The Simpsons first arrived. Would this be another second-rate tie-in using a tired old theme? Thankfully it isn't that, although there are going to be some mixed opinions. For my money, developers Acclaim have come up with a title which is both good fun and extremely challenging. The Simpsons smacks of quality from the cartoon-quality intro sequence, complete with speech, through to the game itself. Looking very Bart-like, our hero is a highly complex little dude and it'll take a while to figure out all his moves, but once you have it all becomes a lot simpler. Be warned that this game is no pushover - and some might argue it's a tad too tough. But with plenty to see, explore, try out and chuckle over, this is a game I'll want to keep coming back to until the challenge is finally completed. My advice is to check this out before parting with any dosh because this may not be your idea of a great game at all...

TIM BOONE



UPDATE

Bart Vs The Space Mutants will also be available on the ST and 8 bits, and Acclaim's Nintendo game (from which all the other versions were converted) will be released in the UK well in time for Christmas!

AMIGA

GRAPHICS	86
SOUNDS	79
PLAYABILITY	82
LASTABILITY	83
OVERALL	83

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THE MICROSELLS cont.

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THE MICROSELLS cont.

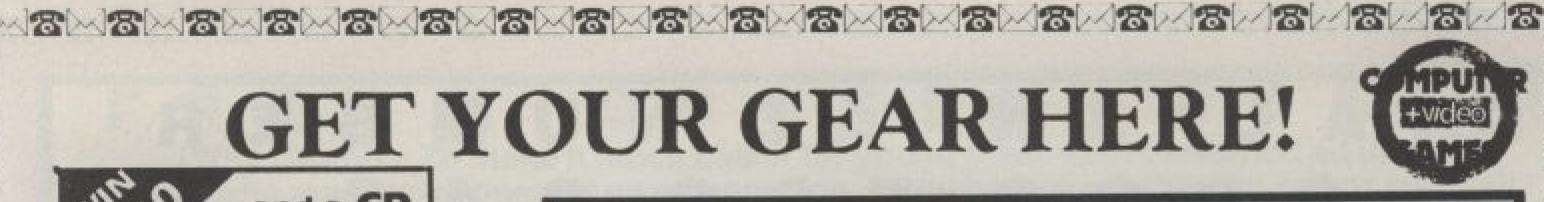
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PREVIEW

GUNSHIP 2000

MICROPROSE

When a game enjoys a worldwide sales figure in excess of one million copies, securing a list of top industry awards as long as your arm, it makes good business sense to release a sequel at some stage. Smash Apache sim Gunship is the software in question, and Gunship 2000 is the sequel which promises much, much more than even the original could deliver.

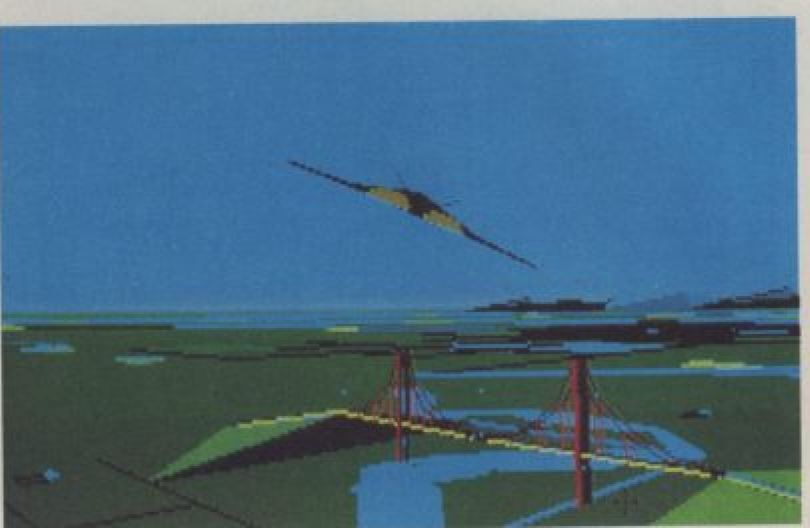
This time around, the player is not restricted to only one chopper. Seven helicopters feature in Gunship 2000, from which three can be selected for each mission. Gone are the wire-frame graphics to be found in the first game, moving aside to make room for the sort of detailed, filled 3D views usually found in Microprose's more conventional, fighter-plane sims. With missions available in either Central Europe or the Persian Gulf, and a mission editor included in the package allowing the player to create, design and save his own custom missions, Gunship 2000 could well be as big a hit as its four-year old parent.

VERSION	DATE	PRICE
PC	AUGUST	£ 39.99











F117A STEALTH FIGHTER 2.0

MICROPROSE

Never the sort to rest on their laurels, these Microprose chaps. One of the best flight combat sims of recent times has been revised and updated and is about to be released on to an expectant world. F117A Stealth Fighter 2.0, sequel to the Gloscester firm's award-winning F19 Stealth Fighter, not only features enhanced cockpit and out-of-the-window graphics including night-time HUD, sprite explosions and graduated landscapes, the luckily pilot will also be given the chance to fly into a clutch of brand new hotspots - including Columbia, Panama, Northern Japan and, most controversially of all, Iraq. We've seen a pre-production copy of the game and, although the frame rate looks a little on the slow side at present, Microprose are promising big things for F117A Stealth Fighter 2.0 - and they usually deliver.

VERSION	DATE	PRICE
PC	OCTOBER	£ 39.99



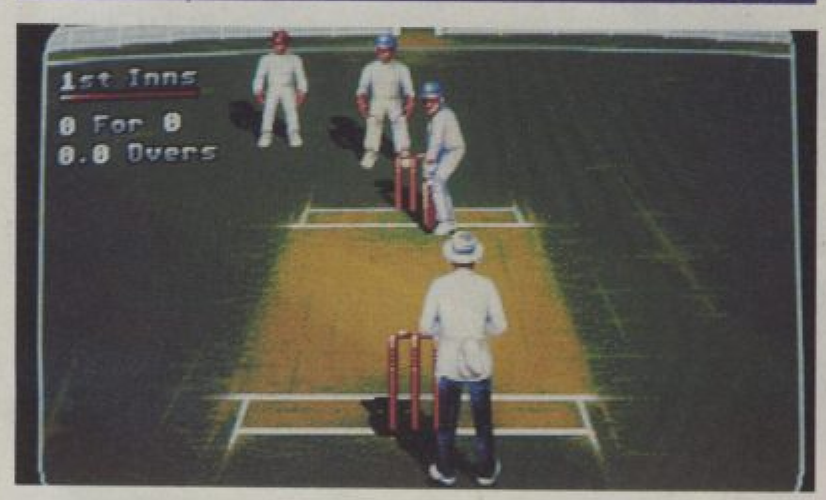
GRAHAM GOOCH WORLD-CLASS CRICKET

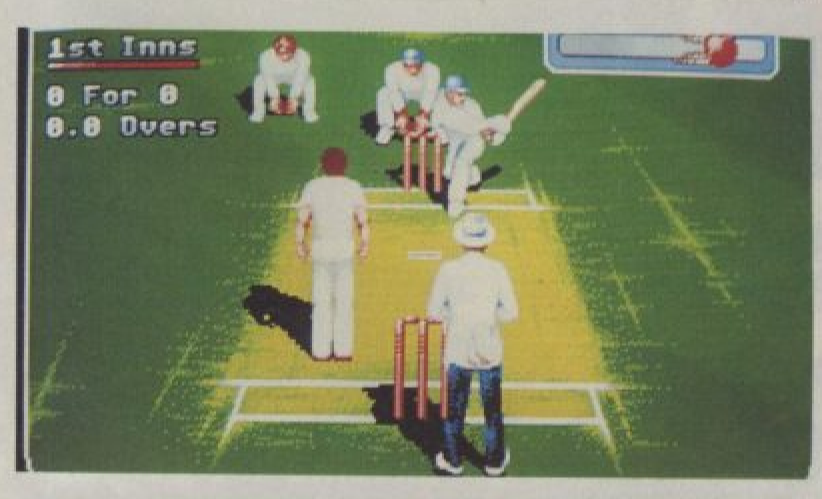
AUDIOGENIC

By the time you get to read this, England will have been well and truly stuffed by the West Indies in the Test match, so what a fitting time to release a game based on the "exploits" of our "merry" band of "cricketers".

Goochy and co are brought to life on computer in a way which they struggle to do in real life. A look at the screenshots shows just how much effort has been put into making the game as realistic as possible - so no doubt Hick will be out for a duck, we'll lose 5-0, and it'll start raining. Actually, we've played an early version of the game and, to be honest, it's not bad at all; in fact, Graham Gooch World-Class Cricket is shaping up to be one of the best cricket sims available.

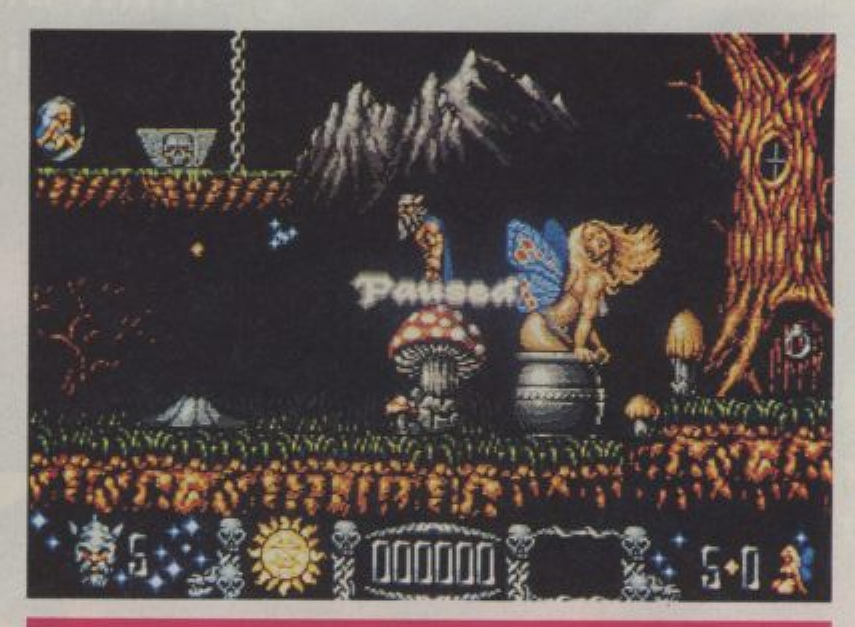
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SPECTRUM	SEPTEMBER	£ 11.99
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CPC	SEPTEMBER	£ 11.99
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STORMLORD

RAZORSOFT

A few years back, the now-defunct Hewson launched a game across a range of computer formats called Stormlord, featuring a medieval-type character battling his way through an arcade adventure full of mayhem and monsters. It received quite high acclaim and sold a few copies and, helped along by 21st Century Entertainment (the phoenix which has arisen from the ashes of Hewson), Razorsoft are releasing a Megadrive version of Stormlord, complete with nine-channel stereo sound and over 400K of graphics.

The game has already received a handful of accolades on the other side of the pond, but how will it fair when the lads at CVG get their paws on the cart? Only time, and a few worn-out joypads, will tell.

VERSION	DATE	PRICE
MEGADRIVE	AUTUMN	£ TBA

No 48 SEPTEMBER 1991 £1.80

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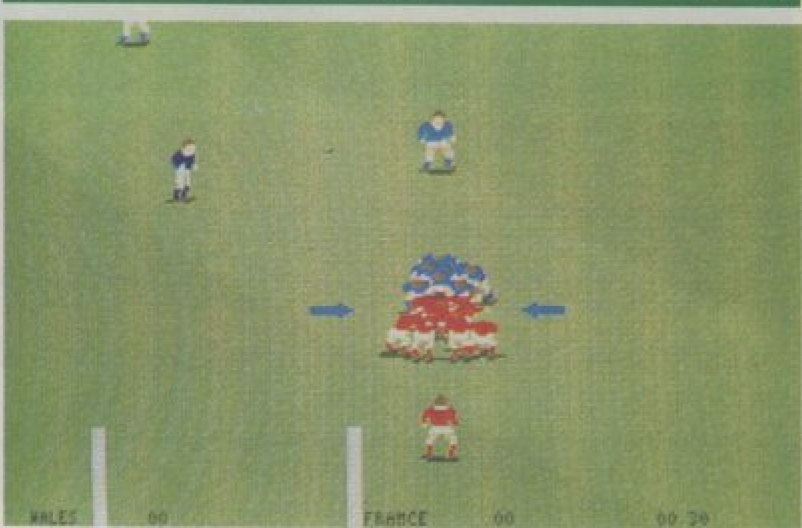


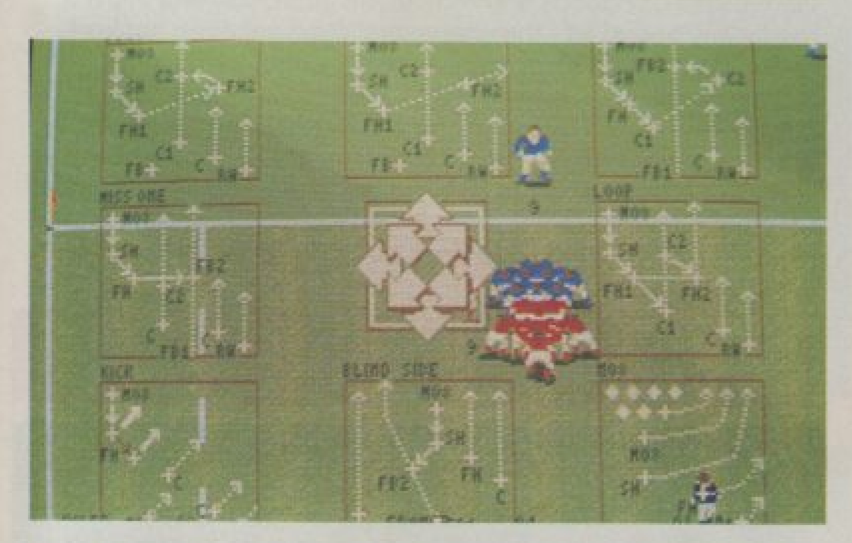
WORLD-CLASS RUGBY

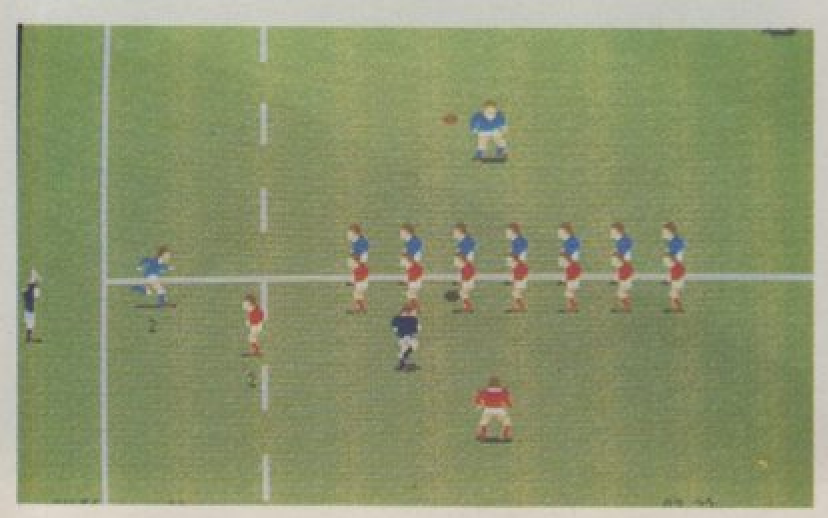
AUDIOGENIC

The Rugby World Cup is looming on the horizon, and what better way to get all you computer-playing hookers and prop-forwards drooling at the mouth than info on the imminent release of a game simulating this rough, tough sport? World-Class Rugby lets you scrum down with the best of 'em, line up for a line-out, go on searching runs and convert that egg-shaped ball to your heart's content. But is it playable? Well, an early version we played suggests yes, but you'll just have to keep your eyes peeled to CVG if you want to find out whether World-Class Rugby is to be the Kick Off of rugger games, or struggling to score a try.

VERSION	DATE	PRICE
SPECTRUM	TBA	£ TBA
C64	TBA	£ TBA
CPC	TBA	£ TBA
AMIGA	TBA	£ TBA
ST	TBA	£ TBA
PC	TBA	£ TBA











VROOM

LANKHOR

It's a sporting sensation in this issue's Previews! Not only Rugby and Cricket, but F1 motor racing too! And what better time to release a Grand Prix sim than now, with England's own Nigel Mansell hotting up his World Championship challenge! We've seen a demo of Vroom, and to say we were impressed is an understatement. Blindingly fast, smooth polygons whizz past your car as you forge ahead of the pack to hopefully take first place and spray bubbly onto the crowd from the winners prodium. It'll be interesting to see whether or not the programmers can keep the speed in the finished version but if they do, and equally as important, if the gameplay is up to scratch, Lankhor may well have a racer to beat even the moustachioed maestro of the GP circuit himself!

VERSION	DATE	PRICE
ST	SEPTEMBER	£ 25.99

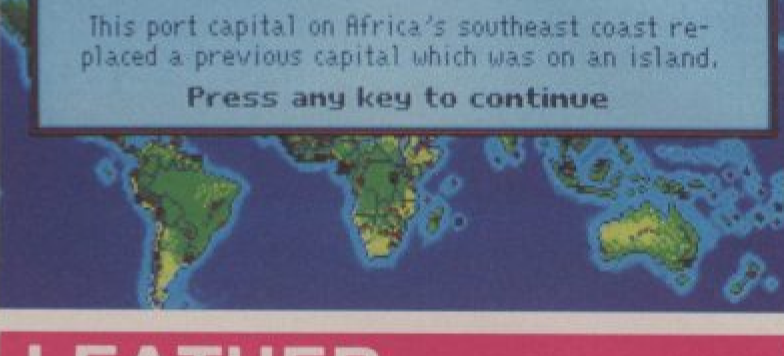
PREVIEW

BUSHBUCK

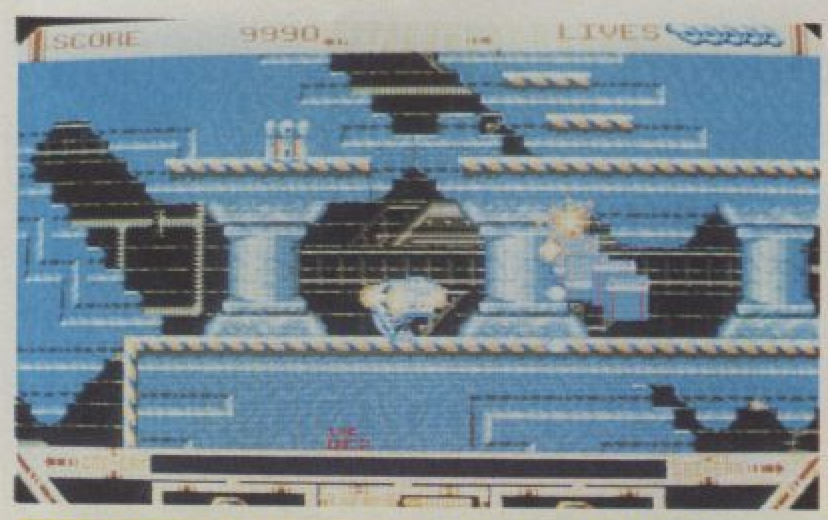
ACTIVISION

Bit of an oddball, this one, but it does look good. Bushbuck is a global scavenger hunt in which you (and a bunch of other players if you like) have to race around the world looking for various weird and wonderful items. Of course you don't know exactly where to look so you'll need to find clues which will get you to the correct cities before your supply of air tickets runs out. What we've seen of Bushbuck looks good fun, and you get facts on each city as you enter it, so it could even be "educational" as well! Horrors - what a thought!

VERSION	DATE	PRICE
PC	OCTOBER	£ TBA







THE KILLING GAME SHOW

ELECTRONIC ARTS

EA are soon to be knocking out a Megadrive version of this platformy shoot 'em up which was a minor ST and Amiga hit for Psygnosis last year. The action is supposedly set in a futuristic game show, but an ED-209 lookalike leaping around a platforms, zapping strings of hostile robots seems more like a recipe for a present-day video game to us. Still, let's not be cynical, because we've seen an almost-finished copy of the Killing Game Show and it is, in fact, quite a jolly blasting romp with some nicely detailed graphics. Shame that the fab intro of the computer versions has been cut down, but that would have necessitated an 8 Megabit cartridge, and hence, a larger price tag. Psygnosis fans are also warned that Electronic Arts are releasing Shadow of the Beast on Megadrive and, according to a short EA spokesman, that will be exactly the same as the Amiga game. Oh well...

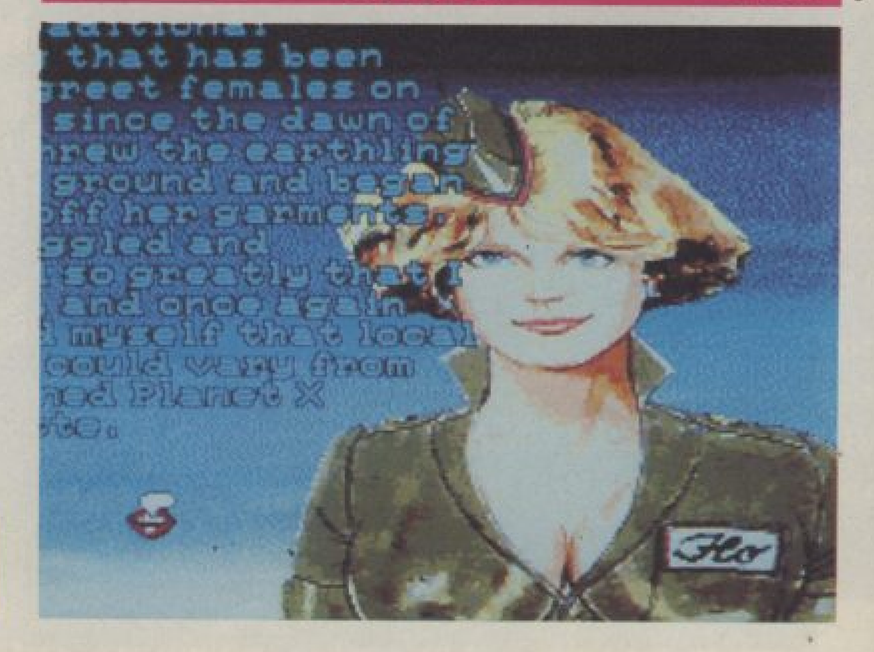
VERSION	DATE	PRICE
MEGADRIVE	AUGUST	£ TBA

LEATHER GODDESSES OF PHOBOS II

ACTIVISION

Infocom lives! Well, maybe they don't as such, but one of their classic titles has been revived so that a sequel could be written by the original author. Unlike the first in the series, Leather Goddesses of Phobos II is completely graphical, and there's hardly any text at all - the characters' lines are even spoken rather than written on screen. As well as that, for maximum player-friendliness, the command interface is completely mouse-operated. The game starts in Fifties Mid-Western America, where aliens are about to land and claim the Earth as their own. The tone of the game is the same slightly racy spoof SF yarn, so it should appeal to anyone who enjoyed the first game. The PC version is to be released first with other 16-bit versions to follow.

VERSION	DATE	PRICE
PC	OCTOBER	£ TBA



INDIANA JONES AND THE FATE OF ATLANTIS

LUCASFILM/US GOLD

This is Lucasfilm's latest Indy adventure epic which stars The Man With The Hat on a trip to uncover the secrets of the the lost continent of Atlantis. Whether or not this is also the plot of the fourth Indiana Jones movie is a subject Lucasfilm seem to skirt around when you ask them, but they do admit that The Fate of Atlantis is the title of a series of Indiana Jones comics currently available in the USA.

Anyway, back to the story. The Nazis are after Indy again because they want to construct a nuclear weapon but they need a mysterious metal which was supposedly to be found on Atlantis. Of course, only an ace archaeologist like Indy would know how to get there, and he's not too keen on helping them out. Luckily, on this adventure he is accompanied by an assistant, Sophia, who does her best to help out... or does she? The Nazis chase the pair all over Europe, the Middle East, and finally the sunken catacombs of Atlantis itself.

As you can see from the screenshots, the programmers have kept the familiar point-and-click command system but have beefed up the graphic and sound elements which help make these games such great fun to play. The PC version is due out first, but other versions will follow. There are also plans to release another Indiana Jones action game alongside the adventure, and this will appear on all formats.

VERSION	DATE	PRICE
PC	OCTOBER	£ 39.99











THE SECRET OF MONKEY ISLAND II: LE CHUCK'S REVENGE

LUCASFILM/US GOLD

That squirt of grog obviously didn't finish off the phantom pirate Le Chuck in The Secret of Monkey Island. Now he's back, terrorising the Carribean for all he's worth, and only heroic Guybrush Threepwood, who caused his downfall in the first game, is man enough to take him on again. The same author is putting together Le Chuck's revenge so we can expect the same brand of wacky adventuring as before, but with better graphics. The first one was a massive hit in the CVG office and we expect this one to put the shivers right up our timbers. Again, the PC version will be followed by Amiga and ST games.

VERSION	DATE	PRICE
PC	NOVEMBER	£ 39.99

PREVIEW

MAGIC POCKETS

RENEGADE

First seen on TVS's Motormouth, Magic Pockets is now coming to your computer screen. Sean Griffiths of the Bitmap Brothers is, as we write, slaving to put the finishing touches to the game's many levels of platform action. Each stage is a massive maze packed with monsters which the Bitmap Kid has to negotiate to find one of his toys which has been stolen by nefarious forces unknown. Along the way, there are numerous baddies out to stop Kid, but luckily he is armed with Pocket Power. After a quick rummage in the pockets of his trendy shorts he pulls out whirlwinds, freezer bombs and various other weapons which destroy 99% of all known foe, turning them into fruity bonus points.

Instead of having a boss to beat at the end of each stage (which Sean thought had been done to death anyway), there's some kind of special bonus round. After recovering his tricycle at the end of stage one, Kid has to challenge a load of Frankensteinlets to a race. Beat them all to the finish line and the points are yours!

From what we've seen, Magic Pockets looks like it will be a right topper game, and no mistake. Watch out for a review in the next ish.

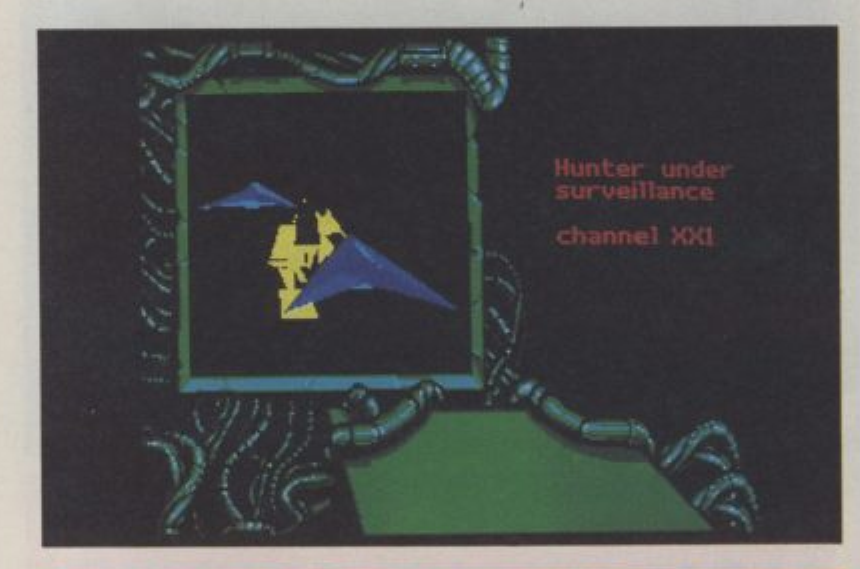
VERSION	DATE	PRICE
AMIGA	SEPTEMBER	£ TBA
ST	SEPTEMBER	£ TBA
PC	TBA	£ TBA











EYE OF THE STORM

EMPIRE

Woah! This looks weird, doesn't it? Eye of the Storm is a vast 3D arcade game set in the turbulent red spot of Jupiter (hence the name), and these shots show just a few of the plants, animals and other craft that inhabit Jupiter's atmosphere. Strange benefactors in need of entertainment give the player various missions to accomplish for cash, but these usually involve doing something very dangerous... These shots are from PC version, but Eye of the Storm will also be appearing on the ST and Amiga. Whether or not those lesser machines will be able to cope with the beautifully smooth light-source shading of the PC game is something we'll have to wait and see.

VERSION	DATE	PRICE
PC	TBA	£ TBA
AMIGA	TBA	£ TBA
ST	TBA	£ TBA



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Now, in the arena, the game becomes a struggle to win, a fight for life. The noise from the screaming crowd is drowned by the incessant roar of the mighty heart of this mechanoid beast, it's engine pushing out every ounce of power to keep me just ahead, and delivering a heavy, sickening blow into my back as it accelerates at my command. Taking aim, I firm up every muscle ready for the great burst, the deafening scream as I unleash my lethal messenger... and its message - "GAME OVER!" But that's just half the game story. Now YOU enter the arena... ENJOY THE SHOW!

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